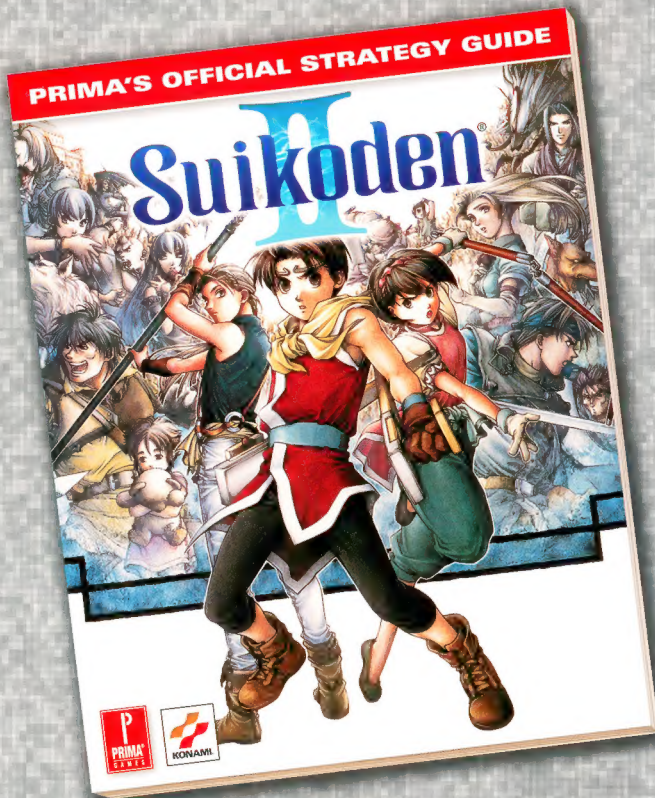


**DETAILED
COMBAT
INFO!**



HYBRID HEAVEN™





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HYBRID HEAVEN™

PRIMA'S OFFICIAL STRATEGY GUIDE

Mel Odom

Prima Games

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Throughout *Hybrid Heaven*, you pick up a lot of weapons and power-ups. Use the life chargers and ability power-ups at almost any time, except when you're locked in battle at the mercy of an opponent. If you think you need it, use it.

The listings under the weapons categories can be used only while engaged in battle, while facing your opponent, and while it's your turn to attack.

Personal Equipment

Code Key: This electronic card contains the security codes that allow you into different areas of the Hybrid Underground. Some of those areas require the card to be reprogrammed with new codes at Code Changers. To use it, simply walk toward any security door and attempt to walk through it.



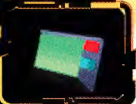
Code Changer: Located throughout the levels you travel to, the Code Changer rewrites the programming on the Key Card to allow access to different secured areas. Simply walk up to any Code Changer to use it.



Diffuser: The all-purpose sidearm for blasting mechanical critters and security locks. When you're facing sentry robots, there's nothing better to have. Also, it comes with unlimited ammo. Simply press (Z), aim with the Control Stick, and fire using (L or R).



Map Viewer: The structure you're in is a labyrinth of twisting corridors and elevators. Once you activate the Map Viewer by pressing (O), you'll be able to navigate through this dangerous underground with ease.

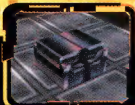


Memory Card: There's only one like it throughout the whole Underground. It's used to reprogram computers and override all existing operating systems. When you find it, you'll definitely need it!



Equipment Containers

Equipment vault: These are scattered throughout the game and contain all kinds of power-ups to help you battle your way through. To open one, walk over and stand by it. When you're close enough, it opens.

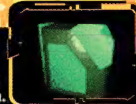


Equipment case: Also containing power-ups, equipment cases are located throughout the levels.



Power-Ups

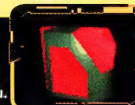
Life Charger Small: These green blocks return a small portion of your health to you.



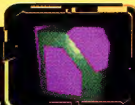
Life Charger Medium: These yellow blocks return a medium portion of your health to you.



Life Charger Large: These red blocks return a large portion of your health to you.



Life Charger X: These purple blocks return a maximum portion of your health to you.



Stamina

This is your ability to use wrestling moves against your opponents. Once it's exhausted, you won't be able to grapple with them effectively.

Stamina Charger Small: These green egg-shaped devices restore a small amount of your Stamina.



Stamina Charger Medium: These yellow egg-shaped devices restore a medium amount of your Stamina.



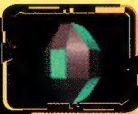
Stamina Charger Large: These red egg-shaped devices restore a large amount of your Stamina.



Stamina Charger X: These purple egg-shaped devices restore a maximum amount of your Stamina.



Battle Charger Small: These green octagon-shaped devices restore a small amount of health and Stamina.



Battle Charger Medium: These yellow octagon-shaped devices restore a small amount of health and Stamina.



Battle Charger Large: These red octagon-shaped devices restore a large amount of health and Stamina.



Battle Charger X: These purple octagon-shaped devices restore a maximum amount of health and Stamina.



Speed Restorer: These blue and silver devices restore your speed when you're injured or when an opponent has used a Speed Drainer power-up on you.



Poison Restorer: Throughout the game, there are creatures that can poison you. This device removes those effects.



Super Restorer: When used, the Super Restorer restores health and gets rid of abnormalities like poison.



Ability Raisers

Offense Raiser: This device raises your abilities and increases the damage caused by your attacks.



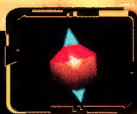
Defense Raiser: This device raises your abilities and decreases the damage caused by your opponents.



Speed Raiser: This device raises speed ability and makes you faster.



Ring Eraser: This device allows you to escape an opponent by warping it out to another area.



Weapons

Flame Shot: A pistol that shoots fire at your opponents.



Flame Shot SP: A pistol that shoots three bursts of fire at your opponents.



Poison Shot: This pistol shoots poison at your opponents.



Poison Shot SP: A pistol that shoots three bursts of poison at your opponents.



Ice Shot: A pistol that shoots ice at your opponents to freeze them.



Ice Shot SP: A pistol that shoots three bursts of ice at your opponents to freeze them.



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Hurricane Shot: A pistol that shoots a fierce blast of wind at your opponents.



Hurricane Shot SP: A pistol that shoots three bursts of fierce wind at your opponents.



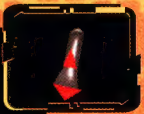
Ion Shot: A pistol that shoots a burst of liquid ions at your opponents.



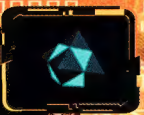
Ion Shot SP: A pistol that shoots three bursts of liquid ions at your opponents.



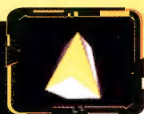
Offense Enhancer: This device boosts your attack strength for one battle.



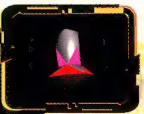
Defense Enhancer: This device boosts your defensive strength for one battle.



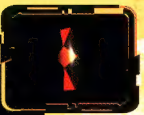
Speed Enhancer: This device increases your speed for one battle.



Stamina Booster: A device that boosts your Stamina for one battle.



Power Booster: This device boosts your Power regain for one battle.



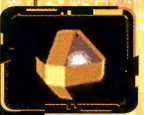
Offense Drainer: This device lowers your opponent's attack capabilities for one battle.



Defense Drainer: This device lowers your opponent's defensive capabilities for one battle.



Speed Drainer: This device slows your opponents for one battle.



Hybrid Heaven offers an exciting excursion into the world of one-on-one fighting. Mastering every fight move and jockeying around to get the best position against an enemy takes time. Understanding how the game works isn't too difficult, but the following details provide information to further ease the gameplayer into the experience.

Movement: Directed by the Control Stick. Move it in any direction you wish to travel. The farther you push the Control Stick over, the faster your character moves. Hold Δ to advance into a run while pushing the Control Stick at the same time.

Opening Doors: Use the Control Stick to position your character in front of, then against, the doors. Green-lit doors and other doors named throughout the text will open for you.

Examining Objects: Use the Control Stick to position your character over the object. Examination automatically takes place when you're properly over the object.

Talk: You can't talk with every character in the game (usually only those that don't immediately attack you!). Press Δ to talk to the characters who offer information.

Use Inventory: When not in a combat situation, press Δ to bring up the inventory menu. While in combat, you must wait until you have the advantage, then press Δ to bring up the menu. Pressing Δ flips through the menu lists in both combat and noncombat situations. Use the Control Stick to select an item, then press Δ to use it.

Jump: Press Δ to jump while standing to grab objects or ledges above you. Use the Control Stick and Δ to execute a running jump.

Crawl: Press Δ to get down on the floor. Use the Control Stick to go in the direction you want to go.

Shoot: Pressing and holding Δ raises the Defuser. Press Δ to fire. Use the Control Stick to better aim at high and low targets.

Battle Mode Stats

HP: Your current health. A zero means you're dead.

Power: The amount of power you're able to put into an effort.

Stock Power: As you gain experience, you also gain the ability to save full-powered movements. You can have up to five full movements. Use them together in Combo format.

Stamina: Every time you attack an opponent, it drains your stamina. As your stamina is used up, your power bar recovery slows. You can actually exhaust yourself against an opponent if you don't manage your stamina usage wisely.

Combat

from 774777 The May 06
095752 1999 Return Path

There are three different ways to handle an opponent. The first is to flee, but that would make this a short, dull game. The second is to go on the defensive; let the opponent come to you, and wait until the Fight screen comes up. You'll be given three choices to choose from using the Control Stick and pressing Δ to select.

Step: This allows you to move back, to the side, or forward.

Guard: This allows a purely defensive block. If you're successful, only partial or minor damage is taken.

Counter: This allows you to avoid an opponent's blow, then counter with one of your own.

The third way of dealing with an opponent is to go on the offensive. Press Δ to launch your attack before your opponent can. This brings up a menu listing:

Punch: throw a punch

Kick: launch a kick

Combo: choose this when you've got moves stocked under the power bar

After you're more experienced, your offensive menu increases, adding the new moves you've learned. Press Δ to engage the enemy, then use the Control Stick to access the menus for that chosen action.

Combos are a series of moves performed immediately, one after the other. Two pre-selected Combos are already made up for you, but there are three slots provided for Combo you can make up yourself through the edit feature that automatically comes up.

While you're engaged in combat, don't forget that maneuvering is a basic strategy in your arsenal. Use the Control Stick to get behind an opponent and clobber him every chance you get for extra damage.

Wrestling

If grappling with enemies, press Δ to grab hold of them. Be aware, there is a chance they could break out of your hold. However, you stand an equally good chance of breaking their hold by pressing Δ if they grab you. Once you've locked onto them, a new Combat menu pops up. Use the Control Stick to select the next move you want.

When an enemy is on the ground, pressing Δ allows you to flip him or her over. You can immediately use another move on them by pressing Δ .

Extending Recovery Time

When you're on the ground, dazed from a punch, kick, or throw, hold Δ down to add extra time for recovery. The power bar builds quickly at this time.

HYBRID HEAVEN

Opponents

While in hiding over the years, the Hybrids have used Gargatuan technology to manufacture more than two dozen bioweapons. Below is a list of the ones you'll encounter, along with some strategy tips.



Seginus

The Seginus is a serious heavyweight in the world of battling Hybrids. It's a very quick and aggressive creature. If you attack the Seginus without being powered up, it will shrug off your attack. For real success against this creature, let the power bar fill every time before you attack.



Clone (Male or Female)

Don't be fooled by the plain orange jumpsuits the clones wear. When clones go into battle against you, male or female, they know how to deal serious damage.

Clones have a tendency to learn quickly. If you develop a favorite attack plan, they'll learn it and turn it against you. Use boxing techniques against them to allow the power bar to charge up, and wrestling throws to buy yourself more time. You'll be successful if you give yourself some time to set up a proper attack and don't stand in their faces.



Spica

Genetically bred as an efficient killing machine, the Spica attacks without mercy in a no-holds-barred fight to the finish. If you want to go toe-to-toe with the Spica, be aggressive; attack early and often. If you're low on health points, your best course of action is to simply Counter every attack the Spica makes.



Pollux

Boxing skills help keep the Pollux out of your face, but to do it real damage, go for the wrestling takedowns you've learned. You can sometimes Counter the Pollux, but most attempts will end in failure because it can rip through your defenses. Circle the Pollux, just staying out of its reach, and let the power bar build up.



Naos

The Naos is ugly, vicious, and totally without mercy. It also packs a number of power-ups that it uses against you. The good thing is that if you hit a Naos right, you can knock Life Chargers Small from its hand. Wait until your power bar fills, then step in toward a Naos and punch it as hard as you can.



Procyon

To stay alive against this opponent, you've got to stay moving. Keep an eye on your health bar and keep a ready finger on your inventory list. Hit the Procyon and move away, circle and jab, and use your wrestling skills to throw the Procyon.



Gomeisa

Box or kick the Gomeisa to keep it off you, and back away to let the power bar build up. If you back away slowly, the Gomeisa usually comes at you slowly. Move slowly and the power bar fills more quickly. Once you have the Power bar built up, stand your ground and pound the Gomeisa.



Kitalpha

Use boxing moves and punches—with a few kicks thrown in—to keep the Kitalpha off you. Retreat first to build your power bar. The Kitalpha doesn't immediately follow, but does eventually to attack. Use wrestling holds every chance you get. On a Combo-powered attack, use the first part of the Combo to throw it to the ground, then rush up behind it while it's dazed and throw it again.

Secret Service
Libertyville, IL



Mira

Miras sport poison breath. To escape the Mira's fatal breath, stay in motion and punch or kick it often to keep it occupied. Let the Combos build. It's hard to wrestle a Mira unless you have a full power bar. Stay on the aggressive.



Mekbuda

If you choose to wrestle the Mekbuda, you're taking your life in your hands. The Mekbuda is strong enough to consistently break your hold and reverse it on you, causing untold damage. Circle with the Mekbuda and lean on it a lot to stall for time and let the power bar charge fully.



Beid

Against the Beid, your best offense is a good defense. Use boxing techniques against it, circling and staying back until the power bar fills and provides you with Combos. When the Beid grabs you in a wrestling hold, use **[E]** to shrug out of it. When the Combos build up, don't go after the Beid; wait on it to come to you instead.



Men in Black

The Men in Black team quickly, so try not to use the same move repeatedly. Stay close to them because they have a tendency to pull pistols and start blasting away once you get too far away. Your best strategy is to punch and kick, and stay moving. Circle to let the Combos build up, then lay into one of the Men in Black. Give him a change-up with the occasional wrestling move to put him down. As he gets up, hit him from behind.



Muphrid

The Muphrid is especially dangerous when you try to pull off a wrestling move. It's big and strong, and too bulky to easily seize. Stick with the boxing technique of pulling back, letting the Combos build, and punching for all you're worth. Take every opportunity you get to hit the Muphrid from behind to do extra damage.



Dubhe

In addition to powerful fighting skills and really bad hair, the Dubhe spits poison. Since the Dubhe spits poison only when you get very far away, your best strategy is to stay close. Constantly punch and kick the Dubhe to keep it off-balance. Throw in Powered wrestling moves to really take the health points off. And be sure to take advantage of an attack from behind to get the extra damage.



Kevin Young

Made from the DNA sample of a Secret Service agent, this new and improved Kevin Young comes with genetically altered flesh and bone structure. Make sure you've got plenty of Life Chargers. Start out using boxing tactics; circle and stay away. Guard yourself, and use the occasional counter. Remember to use **[E]** to break out of any wrestling holds.



Capella

A Capella is tough, but it is also incredibly slow, moving only as fast as you set the pace. So back away and let the Combos build. Don't try to wrestle the Capella!

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Muhlifain

Besides its obvious power, the Muhlifain also has a laser, rocket launcher, and throws grenades. The strategy with this first Muhlifain is simple: step close and avoid the chance of getting hit by its lasers. Use the Guard option while you're fighting toe-to-toe. Pound the Muhlifain every opportunity you have to keep it off-balance. Circle behind to lay it out with a powerful punch and get lots of extra damage.

Cebalrai

To stay alive against this creature, stick mostly with boxing moves. Fend it off, then beat it down with Combos. Use the Cebalrai's tendency to start and stop in its motion to build the power bar.



Pherkad

One good thing about the Pherkad's programming is that a lot of the time it simply ignores you. It follows a pre-set path as it wanders around the rooms it's left in. However, once you catch its attention, it has no problem targeting you with its laser and pulling the trigger. Stay loose and stay in motion, and hit the Pherkad from behind to get the most damage points. Don't try to wrestle it.



Sargas

The strategy for the Sargas remains definite: use boxing tactics. Step in for a few quick punches or kicks, then drop back and circle the Sargas to build your Power bar. The Sargas is an effective wrestler, so stay out of its grip.

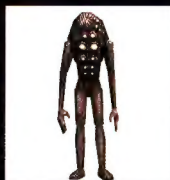


Tegmine

The main strategy with the Tegmine is to avoid getting hit. Keep a Life Charger handy and don't let your Health drop too much. Hang back and punch the creature; don't go toe-to-toe with it. If you get it in a wrestling throw with Power built up, you can do some serious damage to it. Hitting the Tegmine from behind while it tries to get up adds to that damage.

Alkalurops

The most dangerous thing about the Alkalurops is the distance-covering lunges it makes. It can take away several feet of safe breathing space in a heartbeat. The best strategy here is to back away and let the Combos build.



Antares

The Antares eats whatever it can get its hands on and spits boiling steam and scorching flames. Remember that any creature with a distance weapon must be fought close in. Stay tight on the Antares and hammer it with Combos. If your inventory is packed with power-ups, consider using Offense or Defense Enhancers. A Speed Drainer would also come in handy, giving you just a little extra time to beat on the Antares.





Rigel

The Rigel's distance weapon is hurricane breath that does a lot of damage, so stay close to prevent the Rigel from using it too often. If you get too close, the Rigel uses a force blow that does no damage but knocks you from your feet and leaves you temporarily vulnerable. Like the Antares, wrestling the Rigel is nearly impossible. Stay close, take a little punishment, if you can, in order to buy time for the power bar to fill. Then hammer the Combos home.



Gacrux

The Gacrux is aggressive and fearless. Once you start getting the upper hand, the Gacrux unleashes a breath weapon. Don't attempt to wrestle the Gacrux; it can counter almost everything you throw at it. Don't be aggressive against the Gacrux; circle and give ground in front of the Gacrux for time to build up Combos. Use the Combos to beat the Gacrux back and attack from behind to get the extra damage awarded.

Algol

When the Algol turns invisible, follow one cardinal rule: hit what you can't see! Circle the Algol and build up the power bar, then hammer it with everything you have until it goes down and stays there. The best time to launch an attack is right after the Algol reappears. The Guard option is extremely effective on the Algol; Guard against its moves while your power bar fills, then unleash all those stored Combos.



Polaris

As with the other opponents you've encountered with distance weapons, give yourself some room to work against the Polaris. Stay close to keep its breath weapon from becoming a major factor in the battle. Use a Speed Drainer if you need to, or maybe one of the Offense Raisers or Drainers. If you move quickly and save up for those big Combos, you'll have the Polaris down soon enough.



Cor Caroli

Besides turning invisible, the Cor Caroli hits so hard you'd think it could punch out license plates. It's fast and aggressive, and comes directly at you. Wait on it to take your best shots. Also, using a Speed Drainer against this creature is extremely useful. Guard and counter when you can, and stay in its face.

Fomalhaut

The ice-breath weapon is probably the Fomalhaut's greatest threat, but it's no slouch in the fighting arena either. It's quick and mean, and attacks aggressively. Your best strategy against the Fomalhaut is to attack and stay on top of it. Get in close and stay there so the ice-weapon doesn't get used. Punching and kicking takes away most of its health, but if you get a chance at a wrestling move, use it and quickly attack from behind.

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Canopus

Big as the Canopus is, it's a boxer using a lot of the same techniques you've learned. Try to stay out of its reach until you build up a Combo, then hammer those blows home.



Zosma

Besides being incredibly quick, the Zosma possesses a poison breath weapon. Your best strategy is to stay close and only build up a double-Combo. The Zosma's weakness seems to be for wrestling holds. Use the first of the Combo to throw the Zosma to the ground, then step in behind it and clobber it to do extra damage.

Mebuta

Definitely avoid going toe-to-toe with this creature. Stay back from the Mebuta and concentrate on boxing. Wrestling will simply get you into trouble time after time. Build up two- or three-hit Combos and beat the Mebuta to the ground.

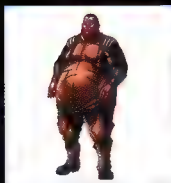
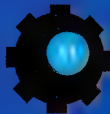
Castor

As with any of the ham-fisted warriors the Hybrids turned out, stay back from this creature and use your boxing techniques to keep it off you. Even then, the Castor is incredibly aggressive. While you're building Combos, it is too. Circle and let the Combo build up. You probably won't have time to build up a five-hit Combo more than once or twice, and even then you're going to be hard-pressed to keep from having your head handed to you while you're doing it. Get a Combo together, let the Castor come after you, and use it!

Dr. Bross

Dr. Bross is maniacal and diabolical. Fast and lethal, Bross is not someone to mess around with. He'll kill you in an instant if he gets the opportunity. Your job is to not give him that opportunity. Fight him like a boxer, not worrying too much about using wrestling moves as he can turn those against you quite fast. Circle and jab, letting the power bar refill as quickly as it can. This is the first opponent you should definitely use power-ups against.





Jerry Silver

Besides being loaded with power-ups to replenish lost health, Jerry also packs an arsenal of weapons that he uses without mercy. Your strategy here is simple: It's an extension of other strategies you've developed.

Stay in close to Jerry and pound him every time the power bar is full. If you have plenty of weapon power-ups, consider using some of them. But remember that you need some in inventory for the final boss of the game, whose appearance is forthcoming. Hit Jerry from behind every chance you get to increase the damage you inflict.



Alex Hunter

This fight isn't as much about winning as it is surviving! Hunter and Jerry must have gotten a special deal on pistols because they seem to be everywhere. Hunter circles you boxing style as long as you stay close to him, but he remains just out of grappling distance. Wait until the power bar fills the Combos, then take him apart. If he's right in close to you, punch or kick him to buy yourself some time and distance. Stay moving to stay alive. If you've been saving those power-ups, use a few to weaken him.



Mi'Goea the Traitor

Mi'Goea the Traitor appears in three forms. In his first form, he has amazing mental powers that allow him to cast bolts of pure force, flame, ice, and poison—and he flies. Stay close to the Traitor, but not too close. He has a wall of force he can project that will knock you down and give him the chance to hit you with the psychic attack. Your best strategy is to hit him every time he starts to do the psychic energy attack. Even if you don't have a full slot in the power bar, your attack will disrupt his, saving you some serious hurting.

Mi'Goea, in his second form, is exceedingly difficult to kill. He has a breath weapon, can strike with his tail, and does incredible amounts of damage. If you have a lot of pistols, you can whittle him down to size in no time. If you end up in a toe-to-toe confrontation with him, monitor your health bar and use the Life and Battle Chargers, and Super Restorers as you need them. Be sure to have Poison Restorers. While fighting toe-to-toe with this monster, he aware that a heads-on approach isn't effective unless you have a major Combo built up. The best place to be is at Mi'Goea's side. Circle with him as he turns to stay out of his reach, then pound him when you've got a Combo built up. Keep attacking this way to put him down.

Once Mi'Goea changes shapes for the last time—which he'll do—he's a walk in the park to beat.



Diaz

Diaz is a great fighter, but with all the experience you have, he's definitely going down. Fight smart: stay back and pound him when you have Combos. Use power-ups to slow him, strip his defense and offense, and power yourself up.

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Interlude: The Beginning

WASHINGTON D.C.
10:00 REC.

The threat against the whole world develops in Washington D.C. on December 19, 2000.

A news story breaks about the coming peace agreement between America and Russia. American President Weller has put most of the talks together.

At the home of Secret Service Agent Johnny Slater, a mysterious visitor arrives. He tells Johnny about the invasion plans, saying President Weller will be replaced by a clone very soon before the peace talks. He also reminds Johnny to act human and stay close to the President.

The story moves to the New York City subway.

Johnny has a friend waiting there, too.

A clandestine meeting takes place. It includes a dangerous man named Diaz.

Johnny Slater is the last to arrive.

Before Johnny can get close to the group of men after walking past the woman and ignoring her, Diaz hears a voice inside his head that orders him to shoot Slater.

Before Johnny has a chance to react, he's shot down by Diaz.

Diaz is immediately taken into custody by the Men in Black with him. His gaze is drawn to the woman's panic-stricken eyes.

The Men in Black take Diaz to a secret elevator that drops into the bowels of the city and try to hold him captive.

Diaz breaks free, pushed by needs and urges he doesn't completely understand.

One of the Men in Black is killed during the fight, and his body immediately begins to disintegrate.

As the secret elevator goes down, strange thoughts keep intruding into Diaz's mind. He loses his footing as he gets set against the other Man in Black. Then Diaz falls over the elevator's side.

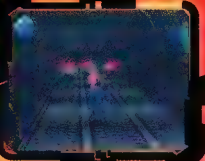
At the bottom of the long fall, Diaz's body stops, floating against some kind of anti-gravitational field.

When he wakes, Diaz faces a pair of huge doors and walks through. The doors lock behind him.



On the other side of the doors, strange metallic shapes that are obviously some kind of security system float in front of Diaz.

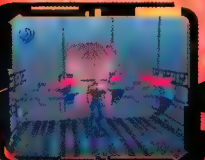
Level 1-1



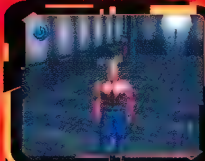
The sentry robots will become a problem later. For now, simply walk between them.

Note

As you look down, you may spot more sentry robots on the level below. This is your first indication of how big the underground maze is.



Go through the door at the end of the catwalk with the sentry robots in tow.



A ladder is at the back of the room, and a Clone in an orange jumpsuit works at a computer console to the left.



Talk to the Clone to learn about the Code Key.

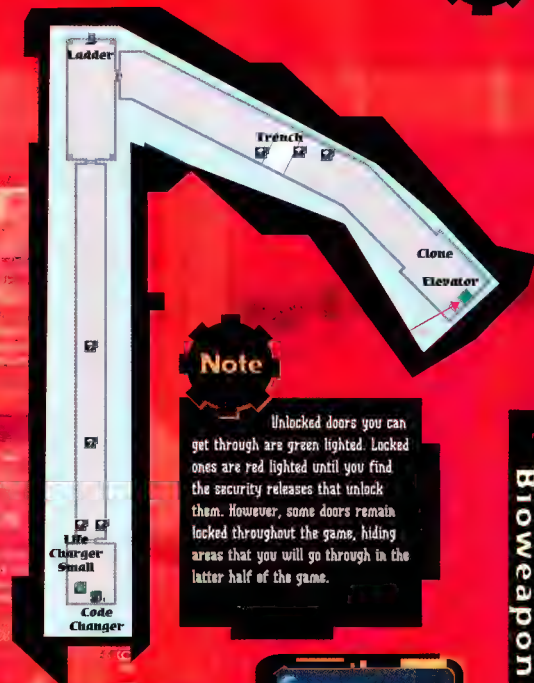
To talk to the Clone, stand really close and press the V Button. Do this twice to complete the whole cycle of available conversation.



Walk to the ladder and go down.

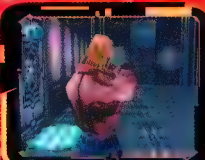
Note

To walk through unlocked doors, simply stand in front of them and push the Control Stick forward.

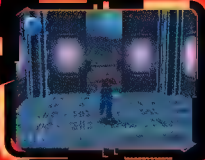


Note

Unlocked doors you can get through are green lighted. Locked ones are red lighted until you find the security releases that unlock them. However, some doors remain locked throughout the game, hiding areas that you will go through in the latter half of the game.



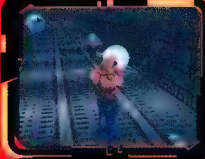
At the bottom of the stairs, a locked security door stands to your left. Another door lies ahead of you.



Walk through the door at the back of the room.



On the other side of the door, you discover that the sentry robots here aren't as friendly as the ones on the last level. If you get too close, they open fire on you.



Whip out the Refuser and blast those robots to bits. It takes a few shots to get it done.

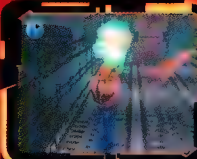
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Note

To use the Defuser, press and hold **[R]**, then use **[A]** or **[Z]** to fire. Aim by moving the Control Stick. And fire early—you have really great distance capabilities on the Defuser!

Note

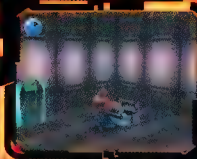
To use items from your inventory, press **[QWERTY]** select item, then press **[A]**. Press **[R]** to cycle through the lists of Refresh Items and Weapons. Use the Control Stick to make your selection, then **[D]** to select and use it.



Two new sentry robots guard the next door. These are smaller and equipped with laser tracking sights. Blast them out of the air as well. Go through the door.



The first Code Changer you encounter is inside this room, against the back wall. To the right is the first of the equipment vaults.



Walk over to the equipment vault and open it. Take the Life Charger Small.



Walk to the Code Changer and change the Code Key.



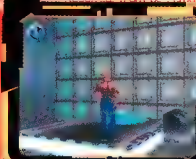
Walk back to the other room where the ladder is and go through the security door there.



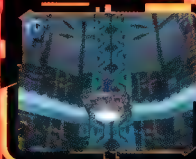
More of the laser sentry robots are ahead. Go slowly and blast them. Cross the trench ahead.



Talk to the Clone at the end of the corridor to find out about the deadly sensors and the Defuser you carry. Only executives carry these.



Get on the blue elevator platform.



Take the elevator down.



Walk through the red door ahead.



In the corridor on the other side, blast the laser-equipped sentry robots nearby. Cross the corridor to the door on the other side and enter.



Search behind the crates in this room to find the equipment vault with the Life Charger Small. Return to the corridor and head to the left.



Blast security robots along the way. One of them by the green-lighted door will drop a power-up after it's blasted; be sure to get it. Go through the other green-lighted door on the left. The red-lighted doors are locked.



Blast the sentry robots inside the room. Walk toward the ladder at the back of the room and go down.





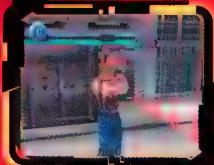
Level 1-2



Leave this room by the door to the left. The next room has three doors; two of them are green-lit and one is red-lit.



Head across the room to the door on the opposite side and go through. Take the Life Charger Small inside. Leave this room and go through the other green-lit door to the left.



Entering the next corridor causes the door to lock behind you. Walk forward to the crate on the left side of the red force shield. Shoot the red security lock there to drop the force shield.



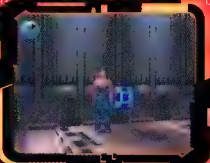
At the bottom of the ladder, turn around to spot the sentry robot at the top of the wall. Pick it off from the floor level with the Defuser. Then climb up the crates to the wall.



Notice the blue force cage in front of you. Though it's possible to navigate around it, drop down to the floor to see what you'd miss if you didn't solve the secret of how to turn it off.



Climb back up on the wall. Shoot the box with the glowing lights to explode it.



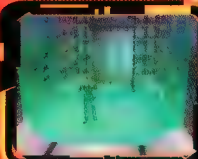
Once the glowing box is gone, a blue security lock is revealed on the wall. Shoot the lock with the Defuser until the lock explodes.



After the lock is blown, drop down and head into the room that was protected by the force shield. Enter the Life Pod to regain full health and save your game.



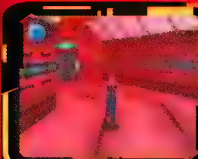
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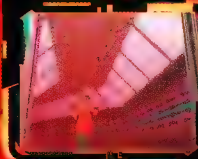
At the end of this corridor is a walk-in cylinder that gives information. You can't read the information and trying to get it sounds an alarm, but an automatic sequence shows you operating the controls in front of you.

Note

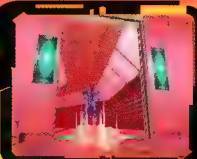
You'll find out who's putting all these things in your mind later. That's part of the surprise. Be patient.



While all the alarms are blaring around you, run back and go through the door you entered to get here.



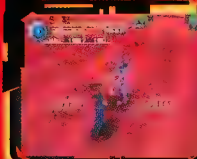
Now the two doors that were green-lit earlier are red-lit. Approach the door on the opposite side of the room (the one that was red-lit but is now green-lit). As you get there, the door opens to reveal a Clone running for his life.



Obviously scared, the man recognizes you and tells you that someone has opened the cells that stored the bioweapons. You know it was you, and before very long, the Clone realizes it too. Before he gets very far with his story, he's attacked by one of those freed bioweapons and killed.



Then the bioweapon, a Spica, attacks you.



When entering battle with the Spica, notice the Battle menu that comes up. When the Spica engages you, the defensive menu pops up, giving you a selection of Step, Guard, or Counter. Select one option with the Control Stick and press B to use it.

Tip

Pay attention to the stamina bar. As you complete each wrestling move, note that it causes a significant drain on the Stamina available. The power level will rise again given time, but use punches and kicks to buy yourself that time.

Spica

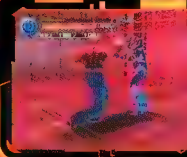


Genetically bred as an efficient killing machine, the Spica attacks without mercy in a no-holds-barred fight to the finish. This Spica is a creature known to go straight for the jugular.

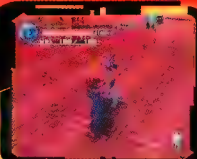
If you go toe-to-toe with the Spica, be aggressive; attack early and often. However, if you're low on health points it's best to simply Counter every attack the Spica makes. This way, you don't lose health, and the Spica hits the mat with four or five punches.

Notice how the power bar across the top of your screen fills. When it's completely full and flashes bright green, you're loaded with optimum power. That's when you should strike. Back away from the Spica until it fills, then let him engage you again.

Continue your aggressive attack and circle the Spica until your power bar fills, then step in and whack him!



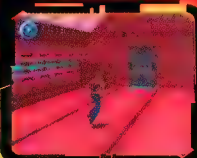
Strategy: The Spica is the easiest enemy to kill. Simply Counter each attack when the Battle menu shows up to kill it. At this point, if you try to attack and be aggressive it'll hurt and maybe kill you.



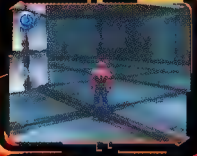
Each time you attack on the Counter, you get stronger and learn more skills. Further into the game, try to balance your abilities and keep yourself strong in all areas.



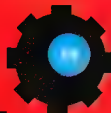
When the fight is over, you get a rating on your performance. If you achieve a score of S or SS, you receive a power-up.



Go through the door the Spica came through. Blast the sentry robots on the other side with the Defuser as you go down the corridor. Go through the door at the end of the corridor.



Approach the Clone on the right in the next room. Talk to him about the bioweapons.

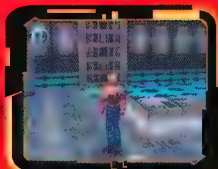


Note

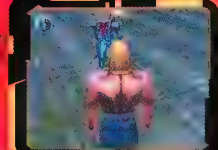
To survive, you must be smart and sometimes patient. To get the power-up, you must be aggressive. Each victory brings a different power-up, so it is important to win every fight. After the battle, press S to bring up the inventory menu. If you stuck with the counter strategy, your skills should improve because you learn new moves. Select Status to find out which skills were strengthened.

Tip

Haven't tried crawling before? Press T to get down on the floor and use the Control Stick to direct your movement. Unfortunately, you can't use the Defuser while crawling—but you can be shot!



Talk to the Clone to find out about the Map Viewer that you have. Leave the room through the red-lit door on the wall behind the Clone.



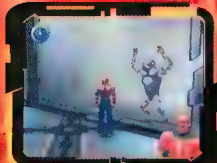
Turn and face the Spica that materializes in front of you.



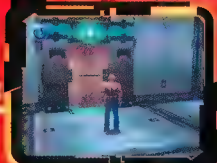
Let the Spica come to you. When the Battle menu comes up, select the Counter option.



Keep selecting the Counter option until you beat the Spica down.



Want a preview of some of the bad news yet to come? Walk up to the glass behind the Clone. Now that's ugly! And it looks like it would be tough to take down. You're going to get to find out.



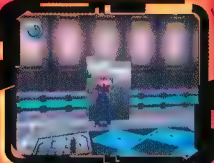
Leave through the door at the back of this room.



Talk to the Clone in the next room to find out you can crawl under the broken gate. Crawl under and come up firing at the sentry robots on the other side.



This corridor houses a new menace: Anklebreakers. These little furry critters sneak up on you and are extremely dangerous. Blast them with the Defuser. It usually takes two direct hits to eliminate them.



Enter the green-lighted door on the left. Turn to the left in the next room and open the two equipment cases there to get the power-ups inside. Take the two Life Chargers Small.

Tip

Another way to get rid of Anklebreakers is to make them self-destruct. Get close and listen for their warning growl, then leap up and over once you hear it. They'll explode behind you if you move quickly enough and time your leap.

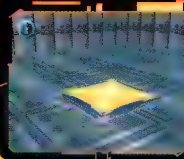
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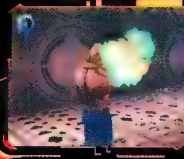
After a few Counters, the Spica stays down and you gain more experience points.



The faster you kill the bioweapon creatures, the more you gain in experience and power-ups. But remember: know when to pick your fights, and if you feel gutsy, go for it!



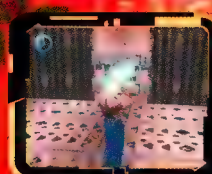
This is what the regeneration pads look like. Be aware of them because if you have to come back to one of these rooms, you'll definitely be in for a fight—a creature will materialize.



Exit through the room's only green-tint door. Shoot the laser sentry robots to clear the next corridor. Avoid or explode the Anklebreakers.

Note

Notice how the wounded parts of your and the Spica's bodies glow red. The figures on the upper- and lower-right screen show damaged areas too. When a creature (or yourself) is heavily damaged and slowed, the figures turn blue. If poisoned, they turn purple.



Shoot the green security locked door until the lock blows up. Go through the door.



The corridor outside the door dead-ends to the right. But a ladder leans up against the right wall on the left.

Note

This is also the first time you enter a room with a regeneration pad. Keep in mind that each time you enter this room from either door, a new Spica for you to battle materializes. Eventually, the regenerators stop functioning, and no more Spicas will appear, but until then keep fighting. All regeneration pad rooms are clearly marked on the maps. If you're really good at fighting the creatures at certain regeneration pads, stay with them; high-scoring wins give you a new power-up each time.



A Pollux hangs on the ceiling above you. If you walk out into the middle of the corridor, it drops and challenges you.

Pollux



The Pollux is another really tough critter developed by the Hybrids. Boxing skills will help keep the Pollux out of your face, to cause real damage, go for the wrestling takedowns you've learned.

To grapple the Pollux, lunge close to it then press and hold R. Once you've secured a hold on your opponent, press B and a combat menu that contains the moves currently available to you pops up.

Although you can sometimes Counter the Pollux, most of those attempts end in failure as it rips through your defenses. Circle the Pollux, just staying out of its reach, and let the power bar accumulate. Notice the more you move, the slower the power bar builds up. Sometimes that can't be helped—you have to stay alive too!

The wrestling throws you get in on the Pollux bring it to a quick end—especially if you catch the creature from behind. Stay loose and moving, and build up the power bar for your attacks.



Countering this creature doesn't work. It only delays the inevitable: you have to be aggressive.

Tip

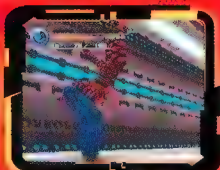
If you feel you don't have the health to stand and fight, and you move quickly enough, you can sometimes avoid some of the battles in rooms with Regeneration Pads. Stay near the edges of the room and streak for the doors to avoid your opponents. When one of the Bioweapons gets close enough, you'll automatically trigger a battle and you won't be able to escape from it.

Tip

If you're not up to a potentially tough battle right now, stay against the wall to your left and make your way around to the ladder. The bioweapon creature hanging on the ceiling in the middle of the corridor won't drop on you that way. If you want, you can always come back and take him on after you've got more health.



Wrestling holds work best against the Pollux. To seize the creature in a wrestling hold, either wait for it to come to you or go after it (the former is more effective). When you get close enough, press R and hold it for as long as you want to restrain the Pollux.



Keep locking up with the Pollux and throwing it.



If you get your opponent from behind in a wrestling hold, use the running headlock to do even more damage.



The arm throw is extremely effective against the Pollux.



Take the Pollux down quickly enough and you'll get a power-up. Once the battle is finished, go down the ladder.



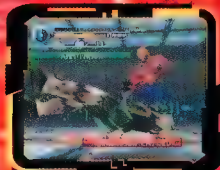
Outside the door, head left. Blast the sentry robot and claim the Battle Charger Small and the Life Charger Small in the two equipment vaults. Walk back to the other end of the corridor and go through the door there.



As soon as you enter the room, a Seginus attacks.

Tip

Pay attention to your power bar in Battle Mode. When the top fills with green and brightens, you're at your peak to make a move. Choosing your strikes and when you attack becomes more important as you advance in the game.



Wrestling moves work well against this opponent.



But make no mistake, Seginus is no slouch in the combat arena!

Seginus

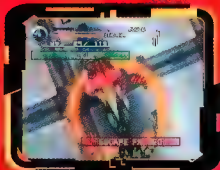


The Seginus is a serious heavyweight in the world of battling Hybrids. It's an aggressive creature, and very quick.

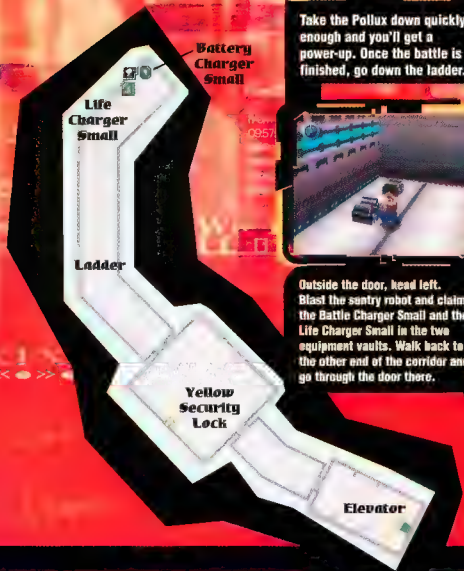
If you attack the Seginus without being powered up, it shrugs off your attack, then turns on you. If you can't knock the Seginus down, prepare to take some damage. Once your power bar is full, you can knock the Seginus down every time.

Wrestling moves work best against the Seginus. The throws especially pile up a lot of damage. Once the Seginus starts catching on to your throw strategy, slip back into the full-powered kicks and punches.

For real success against this big creature, let the power bar fill every time before you attack.



Your strategy here should be to drop back and let the power bar fill and turn bright green. Once it does, attack with the wrestling moves to effectively damage Seginus.



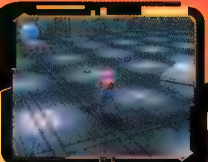
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Tip

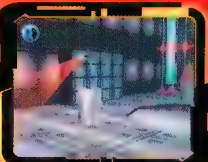
With Seginus as your opponent, practice backing away and letting the power bar fill up and turn bright green to give you the optimum attack.



The blue spot is another elevator. Take it down.



Watch out for the Anklebreakers in the next room. They're all over the place, and they're very quick.



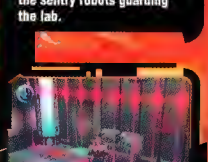
You can't get to the equipment vault on the raised platform yet. Go through the other door in this room. Shoot the sentry robots guarding the lab.



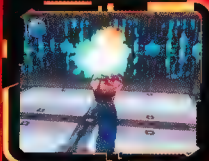
When Seginus begins avoiding your wrestling moves, close in and kick or punch him. When he goes down, your experience adds up again.



Climb the crates to the right of the door by pressing A and the Control Stick forward.



Examine the force field and the door at the back of the lab. It's time to find the security lock. Return to the corridor with the Clone in it.



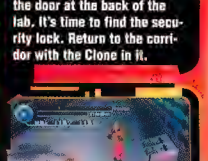
Find the yellow security lock on the wall to the right of the door you entered. Shoot the lock until it explodes.



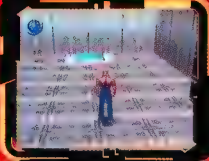
Enter the Life Pod on the left to get your health back and save the game.



Walk to the corner of the crate and shoot the sentry robot guarding an equipment vault. Leap over the equipment vault and take the Life Charger Medium that's inside.



Once you get close enough to the Clone, he attacks.



Leave through the other door. Cross through the short corridor and go through the next door. Walk to the blue spot at the back of the room.



Leave the Life Pod and go through the door. In the next corridor, there's a door to the right and a Clone working at a console to the left. Enter the door on the right first.

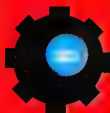


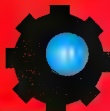
Turn around while you're standing near the equipment vault and look up until you spot another one of the exploding crates overhead. Shoot it until it blows up.



The Clone here is tough. Once you pull a move on him, he'll remember it and counter it the next time. Your best strategy is to start out with a couple wrestling moves, then jump in with punches and Kicks to keep him off balance.

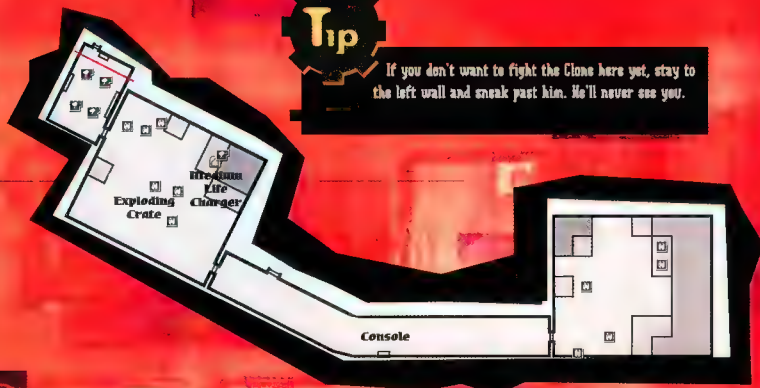
Level 1-3





Tip

If you don't want to fight the Clone here yet, stay to the left wall and sneak past him. He'll never see you.



Clone



Don't be fooled by the plain orange jumpsuits the Clones wear; male or female, they know how to hurt you during a battle.

The Clones have a tendency to learn quickly. If you've developed a favorite attack plan, they'll learn it and turn it against you. Use boxing techniques against them to allow the power bar to charge up. If you get a chance, use wrestling throws to buy yourself more time.

Clones are beatable as long as you give yourself some time to set up a proper attack and don't stand right in front of their faces.

Tip

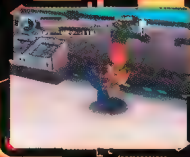
After you defeat the Clone, return to the Life Pod long enough to return to full health without using a power-up. There are no regenerating threats except the Anklebreakers and the sentry robots. They can be killed easily.



Countering or guarding are also good options.



Once you put the Clone down after a fight, you'll have learned a lot of new skills. Return to the Life Pod to get your health back up if you need to.



Wrestling still provides the most damage. Don't forget to retreat long enough to build your power back up to bright green.



Enter the other door in this corridor and walk into a second warehouse filled with crates and Anklebreakers.



Climb the left crate in front of you and blast the sentry robots out of the air.



Open the equipment vault behind the robot sentry to get the Life Charger. Small inside, then blast the red security lock on the wall.



Climb the second level of crates and blast the sentry robots within your range from there.

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Note

When it comes to the sentry robots, shoot some from the floor instead of climbing on the crates first. From the crates, you have to aim up and that gets a little tricky. Just watch out for the creeping anklebreakers.

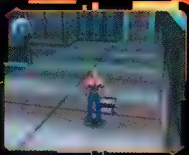
Naos



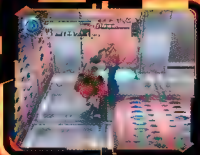
The Naos is one of the quickest moving threats you'll encounter in this arena. The Naos is ugly, vicious, and totally without mercy. It also packs a number of power-ups it uses against you. The good thing is that if you hit a Naos right, you can knock Life Charger Smalls—one to three of them—from its hand.

Wait until your power bar fills, then step in toward a Naos and punch it as hard as you can; kicks don't release the power-ups, but wrestling sometimes knocks the power-ups free. On the first Naos you encounter here, if a Power-punch doesn't work, change to wrestling throws; one of them will free up one to three Life Charger Smalls.

The Naos moves more quickly and decisively than any other creature you've encountered before. Circle around it, boxing style, to slow it down. Stay in close and keep moving in one direction or another consistently. Just watch out for walls!



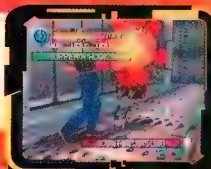
Destroy the other sentry robots and take the Life Charger Small from the equipment vault near them. Enter the door at the end of the line of crates.



A Naos attacks from out of the shadows.



Use punches and kicks to weaken the Naos.



Use wrestling moves whenever you can.

Tip

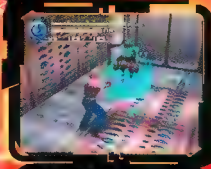
If Naos seems hard to wrestle at the beginning of a battle. Punch and kick a few times to beat down its defenses, then wrestle it. Never give up on punching and kicking, though, and be sure to back away to build up your power bar.



Be sure to pick up all the power-ups you knock loose during a fight with a Naos.



Take advantage of the times your opponents stand with their backs to you. Attack from behind at every opportunity.



Watch out for when your opponents use their own power-ups! You'll see a blue shield go up around them, and a message in the lower-right corner tells you which power-up was used. It helps later on in the game when you need to Counter them.



Countering the Naos's attacks is even more effective if you wait for the power to build back up.



Don't blast the exploding crate yet. Leap onto it, then shoot the last sentry robot.



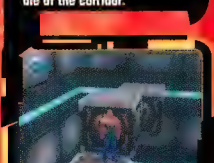
Follow the corridor and empty the equipment vaults along the way to gather two Life Charger Smalls, an Offense Enhancer, and a Battle Charger Small. Shoot the green security lock above the console in the middle of the corridor.



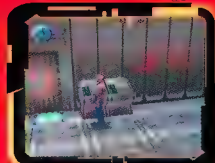
You learn a lot of new skills by putting this first Naos down. Your health point total also goes up.

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Note Don't get trigger-happy when it comes to the exploding crates. Sometimes they hide things, but at other times they're stepping-stones to other places. If you do happen to shoot one by mistake, simply leave the room or area where it is, then return and it will be there again.



Go through the door at the opposite end of the corridor than the one you entered. Turn left to get back in the first room you discovered here. Leap out onto the exploding crate.



Drop down and go through the door ahead, into the room you haven't yet explored. Go through this room and shoot the sentry robots in the next room. Then go to the console and door at the back of this room that were previously protected by the force field.



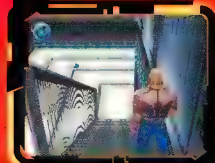
Don't forget the Life Charger Smalls that you heat out of your opponent. If you leave the room without getting them, they won't be here when you get back.



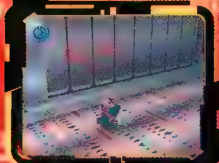
While you're standing on top of the exploding crate, turn to the right and leap up onto the ledge.



Tip This ledge is like any other you come across later in the game. Once you leap up to the ledge, you automatically grab the edge while standing beside it or under it. There's not much success in running and jumping.



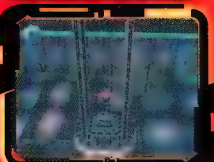
Go through the door. In the corridor on the other side, go right. Go down the stairs.



Since there's no other way out of this room, return through the door that brought you here. Turn to the right and leap onto the crate. Blast the sentry robots there.



Hand-over-hand your way along the ledge to the left side of the screen and the door there. Go through the door.

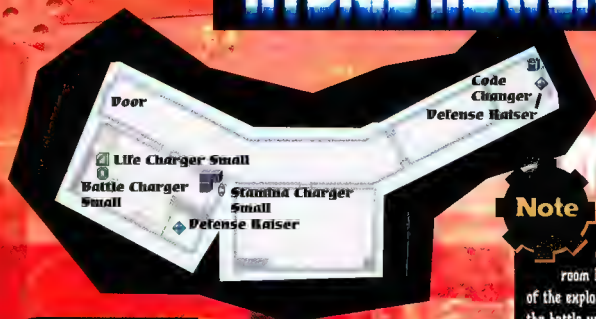


Climb to the top of the crates, then leap over onto the platform where the equipment vault is. Take the Offense Raiser inside.



Tip At this point, consider going back to the Life Pod for a quick recharge and save.

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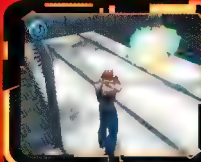


Tip

Again, you may find that wrestling throws are best against the Naos to get the power-ups. Whichever attack you choose, stick with it to get them all.

Note

If you didn't discover the secret room by leaping on top of the exploding crate after the battle with the Naos, you couldn't get this equipment vault because it would have been protected by a green force field.



Avoid or destroy the Anklebreakers and walk to the left wall. Open the equipment case on the wall to get a Flame Shot. Turn to the right and follow the corridor to a door. Go through the door.



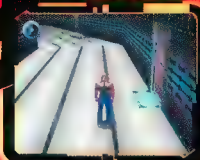
Kill the Spica that comes at you with wrestling moves.



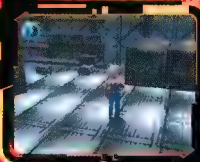
Don't forget how effective your Counter moves are against them.



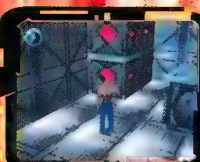
Once you kill the Spica, you'll be awarded more experience points.



Follow the corridor. Take the first door on the right.



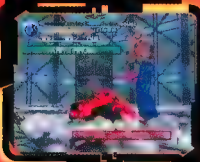
Walk to the right and you'll find what you're looking for. Empty the equipment vaults there. Grab a Life Charger Small and Battle Charger Small. Turn left and spot the equipment vault there. Get the Defense Naiser inside.



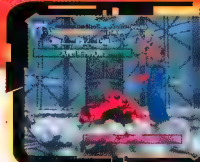
Go around the corner to the left and blast the three exploding crates to reveal the equipment vault with the Stamina Charger Small inside.



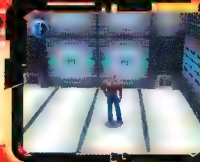
Leave the room and enter the next door on the right in the corridor. Inside is another Naos.



At first, hammer the Naos with punches and kicks to knock these power-ups free.



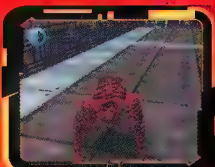
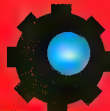
Once you hit the Naos a few times, go into your wrestling mode to finish him off. Don't forget the power-ups he leaves behind.



Go back out into the corridor and walk through the big doors at the end of the corridor.

Tip

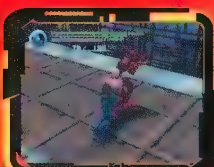
If your Life bar and power-ups are low and you really don't feel like fighting, you can skip this room; there's a mean opponent here.



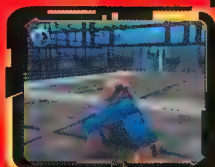
A Pollux drops from the ceiling above to challenge you.



Punch the Pollux from behind while it recovers from a wrestling throw.



Climb under the fence to reach the Code Changer on the other side. Change the Code Key. Don't forget to grab the Defense Enhancer from the equipment case. Crawl back under the fence. Return to the corridor and make your way back to the other set of stairs.



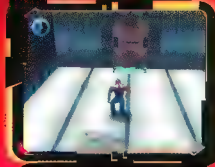
Go up both flights of stairs; you'll walk past the door that brought you here. Avoid or destroy the Anklebreakers and go through the door at the top of the second set of stairs.



Stick with the wrestling moves to put the Pollux down.

Note

To change the Code Key, just walk to the Code Changer. The sequence is automatic after that.



A yellow security door is on the other side of the room. However, there's a regeneration pad in the center of the room.

Tip

The Pollux can be hard to get behind to perform a wrestling move, but don't hesitate to punch or kick it from behind.



Counter the Pollux if it gets a shot at you.



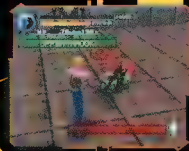
Tip

You can avoid this encounter by walking around the room close to the wall. However, if you feel confident you can take this creature down quickly for its power-up, go for it.

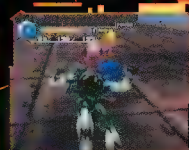
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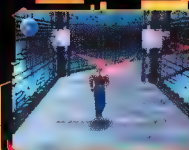
As you cross the room, another Seginus erupts from the regeneration pad. Slam it with punches and kicks at full strength for a time to soften him up...



... then hammer it with the wrestling moves you've learned.



Finish off the Seginus. Grab the Power-up and notice the experience points you get.



Use the Code Key to get through the security door. Blast the sentry robots along the catwalk on the other side. Watch out for the Anklebreakers and go through the door at the end of the catwalk.



Notice the blue flame when you enter the next room. Your first boss-level creature lurks inside.



This creature is really tough. You have to use everything you've learned this far to put it down. Use some of the power-ups you've collected along the way.



To be at your most effective, stay out of the creature's reach until your power bar is full. Then strike. Let the Procyon come to you instead of you going after it. When you go after the Procyon as it's coming at you, it usually gets the first attack.



Once you manage a wrestling throw, slip behind the Procyon quickly and grab it in another throw.

Procyon



The Procyon is the meanest and toughest battler of Level 1. If you're going to stay alive against this opponent, you must keep moving. Keep an eye on your health bar and keep a ready finger on your inventory list.

Hit the Procyon and move away. Circle and jab. Let your power bar build. Use your wrestling skills to throw the Procyon, then quickly step up behind it and throw it again. If your Stamina gets low, consider using a Stamina Charger to boost your power up again.

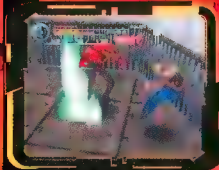
You'll live if you can think on your feet. Use **[X]** to attempt escaping any wrestling holds it puts on you, and your best bet against the Procyon's attacks is to guard.

Tip

There's no easy way to take this big creature down. The Procyon is hard, fast, and mean. Keep using the punch, move, and throw routine and you'll get him in short order.



Watch out for the lines of force the Procyon directs at you after you throw a weak punch or kick. The force doesn't hurt you, but it knocks you off-balance, giving the Procyon an opportunity to attack.



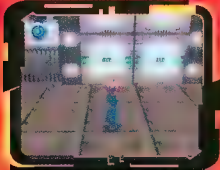
Keep up the wrestling throws when your power bar is full to do the most damage.



When you finally knock him out, all of your stats go up.



Go through the doors.



As soon you step through the doors, a man lunges out of the shadows and hits you.



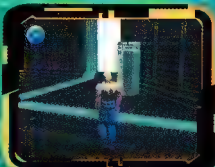
When you recover, you discover you're being held captive.



You quickly find out about the Hybrids and the invasion plans. All of this seems somehow familiar. The man on the left is Hunter, and on the right is Jerry. They discuss the plot to switch the president with an impostor. Plans are made to kill you, but you manage to escape via an automatic sequence.



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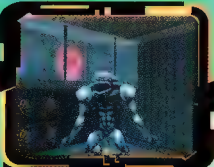


Enter the Life Pod ahead to save the game and restore your health.

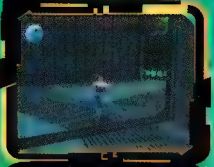
Level 2-1



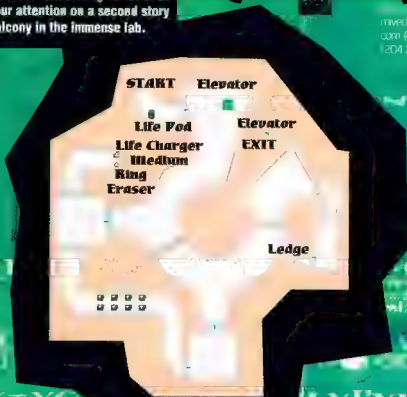
Leave the Life Pod and turn right. Go through the big door ahead. A familiar figure catches your attention on a second story balcony in the immense lab.



... then run because you can't fight the monster he's turned loose on you. Head to the right, on the other side of the pit where the monster came up, and go around the corridor to the right.



Stay to the right and go through the door at the end of the corridor.



Listen as Dr. Bross throws down his challenge...



As you enter the room hoping for some safety from the monster breathing down your neck, the first Gomeisa attacks.

Tip

If you hurry in this room and stay to the right, you can avoid the Gomeisa for the moment and duck into the room at the right. You can even dodge around this creature when you come back through. However, you'll miss out on the chance to add to your fighting skills.

Tip

You can learn to fight this creature efficiently enough to battle it for extra power-ups. The regeneration pad keeps them coming for awhile.

Gomeisa



Protected by natural armor and holding a double fistful of sharp claws is the Gomeisa. When it comes to up-close fighting, this creature is one of the Hybrids' champions.

With the experience you've gained so far, all you have to do is keep a cool head. Box or kick the Gomeisa to keep it off you, and back away to let the Power bar build up. If you back away slowly, the Gomeisa approaches you at the same speed. Move slowly and the Power bar will fill more quickly.

Once you build up the Power bar, pound the Gomeisa. The creature is only had news if you let it grab hold of you, so don't stand still!



Watch your Stamina and power bars to get the most out of your efforts. Back away until the power bar is full, and use throws every chance you get.



If the Gomeisa throws you, chances are you'll end up temporarily dazed. Move quickly and strike first.



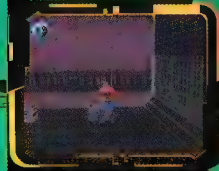
Keep hammering the Gomeisa every chance you get.



Wrestle the Gomeisa every chance you get to make throws that beat the stuffing out of him.



Once the Gomeisa is down, you receive experience points, including a health boost. Pay attention to the moves you've learned that have been added to your list.



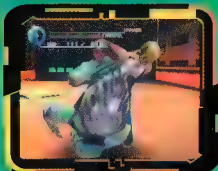
Enter the door on the right and grab the Ring Eraser and the Life Charger Medium from the two equipment vaults in this room.



Return to the other room. Because a regeneration pad is in the room, you're confronted by another Gomeisa.

Tip

If you don't want another fight yet, stay to the right side of the room, as close to the wall as you can get, and run for the door on the other side. But if you feel like a scuffle, this is an excellent place to pick up extra experience and power-ups! The Gomeisa regenerates several times.



Use the same throwing and punching tactics as before.



Stay on the Gomeisa and don't let it get the upper hand in the battle.

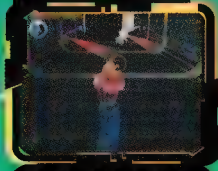
From
OBSA
tubum
maxi

You have enough experience now that you can try escaping when a wrestling hold is put on you. Press R repeatedly to attempt to break the hold.

Note



Put the Gomeisa down for the final count with your lightning-fast reflexes!



Walk through the door on the other side of the room (the only door you haven't gone through yet). Follow the corridor and blast the sentry robots.



Keep following the corridor around and blasting sentry robots. Go through the door at the end of this corridor. Square up with the Mekbuda and get ready to rumble!

Mekbuda



The Mekbuda is one of the biggest, strongest, ugliest, and meanest creatures the Hybrids have created.

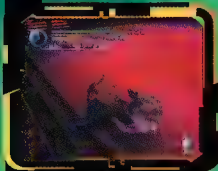
The Mekbuda is strong enough to break your hold and reverse it on you, causing untold damage.

Your best strategy here is to circle with the Mekbuda and lean on it to stall for time and let the power bar charge fully. The Mekbuda falls for this every so often; once it starts getting wise, back off and circle again.

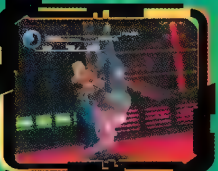
When the Mekbuda attacks, let it approach you. Strike fast with a punch, kick, or a wrestling hold before it has the chance to strike first. For racking up some really high damage against the Mekbuda, circle around behind it and punch or kick it in the back.



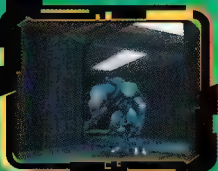
The Mekbuda is hard to wrestle. It's hard to get a hold of from the front, and even harder to get from behind. Make sure the power bar is full when you attempt a hold.



If you manage to daze the Mekbuda with a stupendous wrestling move, approach it and try for another grapple while it's down. Take every opportunity to hurt it when there's little risk to you.

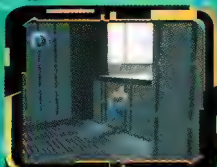


Hammer the Mekbuda until you put it down. Your health maximum goes up again when you beat it. If you win a power-up, don't forget to pick it up.



Leave the room through the door on the left. Immediately head to the right because Dr. Bress' master knows exactly where you are.

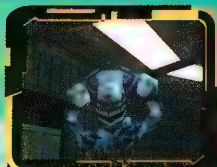
HYBRID HEAVEN



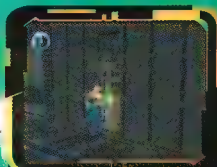
Leap onto the ledge to the right of the corridor's dead end; pull yourself up and keep going. Dr. Bross' monster can't get you here. Walk through the door at the other end.



Try out your new Combo menu by saving up energy on the power bar. The bar now saves up as one full green and allows you another.



Move to the right immediately because you're running for your life!



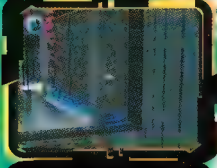
Run past the creature and through the green-lit door. Continue through the corridor and the next door.



Turn and face the Naos.

Tip

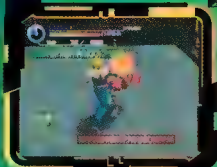
If you give the Naos breathing room, it's the first to use power-ups against you. When you get close to defeating it, the Naos uses Small Life Chargers to build itself back up; it charges up twice before it runs out of power-ups.



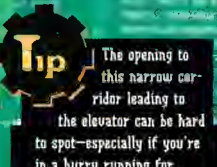
Run into the narrow opening with the blue floor. Keep going until you reach the elevator.



Run! The creature's hot on your trail. Leap for the ledge to the left.

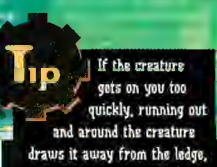


Soften it up with punches and kicks to knock the power-ups out of it.



Tip

The opening to this narrow corridor leading to the elevator can be hard to spot—especially if you're in a hurry running for your life. Stay against the wall to the right and you'll easily find it.

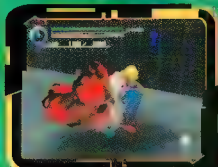


Tip

If the creature gets on you too quickly, running out and around the creature draws it away from the ledge, allowing you to get up. The creature gets locked into one direction and has a hard time stopping. If it catches you, it knocks you down repeatedly until you're dead.

Tip

By now you've progressed far enough to get a two-hit Combo move together. Save up the energy in the power bar twice to get the Combo going. Once you achieve the Combo move and shift to the attack, the Combo menu appears.



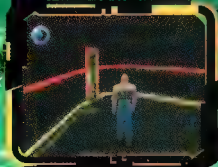
Finish it off with wrestling moves, always watching your power and Stamina bars. Grab the power-ups the Naos dropped.



Take the elevator down. You still won't be safe from Dr. Bross' creature; it immediately comes after you.

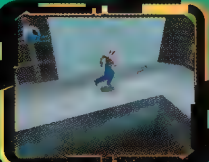


Leap up onto the next ledge. Keep moving forward.



Exit through the room's only green-lit door. Walk through the black room and out the door there.





Drop on the ledge in the next room, but be careful: if you step over the edge, you die. Walk around the room and gather a Life Charger Medium and a Life Charger Small from the two equipment vaults, then use the green-lit door in this room.

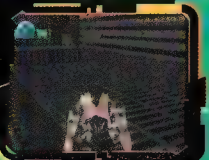


Enter the Life Pod in the next room to save your game and restore your health.

Level 2-2



Leave the Life Pod and go to the corridor to the left.



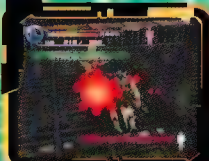
Before you can cross the room, a Seginus drops from the ceiling.

To avoid the Seginus in this room, walk around the room to the other side, remaining close to the walls. But remember, every battle you win teaches you something, and a great win gives you a power-up!

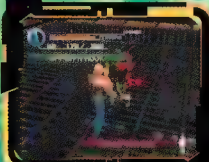
Tip



Use the wrestling moves against the Seginus.



Step back and let the power bar build up to give you the Combo option; it's effective against this blowweapon.



Get the final punch in when the Seginus charges you and drop him to his knees to finish the battle.

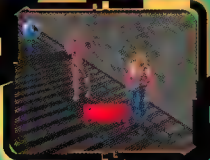
Tip

There is a regenerator high above in the darkness.

This gives you another opportunity to build up your strength and skills. Go back and forth between this room with the Seginus and the room with the Life Pod to build them up.



Climb up the ledge on the other side of the room and go through the green-lit door. Jump over the Anklebreakers to make them explode.



Follow the corridor and blast the sentry robots at the other end. Go through the door. Drop over the next ledge and get ready to battle the Kitalpha.

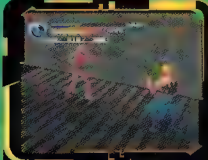
Kitalpha



Your strategy with the Kitalpha is simple. Plan on survival, maybe a painful one, but survival all the same. Use boxing moves and punches, with a few kicks thrown in to keep the Kitalpha down. Let the power bar build by retreating first. The Kitalpha doesn't immediately follow, gaining you even more time.

Use wrestling holds every chance you get. On a Combo attack, use the first hold to throw the Kitalpha to the ground, then rush up behind it while it's dazed and throw the Kitalpha again. Back away and rebuild the power bar. Another good strategy to use is to wrestle the Kitalpha to the ground, then punch it in the back to deal additional damage.

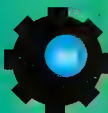
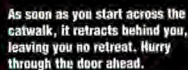
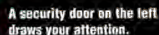
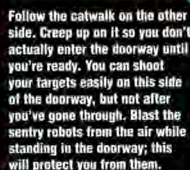
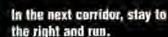
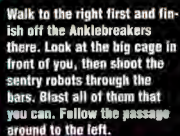
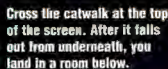
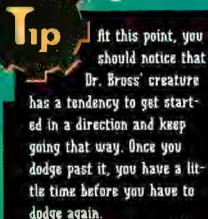
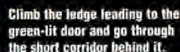
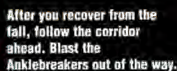
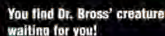
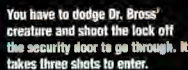
Combos are your best route to collecting power-ups. You can also step out of the creature's way with a good deal of success.

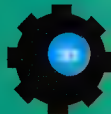


Back away from the Kitalpha to let the power bar build up to the Combo.



Battle the Kitalpha and connect with powerful blows to make this a shorter challenge.




Tip

There is one sentry robot floating loose around the cage. Shoot it as soon as you see it; this sentry robot can cause a lot of trouble.

Beid



Your best offense against the Beid is a good defense. Use boxing techniques against it, circling and staying back until the power bar fills and provides you with Combos. When the Beid grabs you in a wrestling hold, use R to shrug out of it.

When the Combos build up, don't go after the Beid. Instead, wait on it then deliver a double-fistload of pain and destruction.

On the other side of the cage, spot the green-lit door behind the pile of crates. Also notice the exploding crate mixed in with the others.

First, enter the long door to the left of the crates. Get ready to battle your first Beid.

Tip

There's nothing in this room except the power-up you get from the creature inside (only if you have an S or SS win). If you're running low on health and don't have many power-ups, skip this room.

Use the wrestling moves and Combos against this creature to put it down quickly.

The Beid does a lot of damage, then follows up with even more pain when you get dazed.

If you're knocked down, roll out of the Beid's reach.

Any way you want to put it, the Beid deals out pure agony. Make sure you use your Life Chargers if you need them.

Keep fighting back until you get the upper hand. Then pound the Beid.

Go back through the door. Blast the exploding crate and any sentry robots that might be nearby.

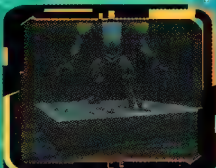
Tip

The green-lit door in this room is mostly hidden when you first enter. It might seem easier to simply cross the room to get to it, but that's not the case. Going in a straight line makes you a bigger target for Dr. Cross' creature. If you stay along the right wall and follow it around, you end up in the cul-de-sac with the green-lit door you need to go through. It's the best path to take.

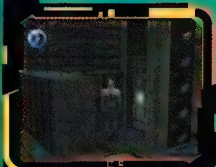


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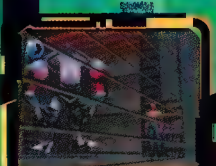
Dr. Bross's Lab



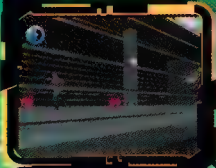
Go through the small green-lit door at the back. Enter the next room and head to the right. Dr. Bross' creature immediately comes down on an elevator.



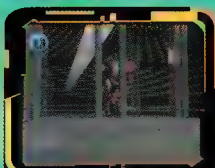
Run past the two red-lit doors. A green-lit door is just ahead, on the opposite wall from the doorway you entered to this room. Go through this door.



Walk through the red corridor to the other end. Keep running because Dr. Bross' creature finds you quickly.



Run all the way across the big catwalk. Don't turn around because Dr. Bross' creature is hot on your heels.



Dodge and duck through the narrow opening in the gate at the end of the catwalk.

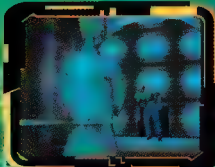


When a section of the wall blows out ahead, don't waste any time: go! Drop down and crawl through the opening.

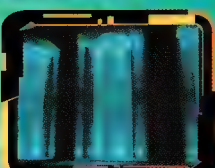
Tip

Don't forget to drop down and crawl press T.

Interlude



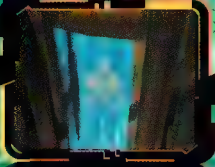
An alien meets you on the other side, and it has an incredible story to tell.



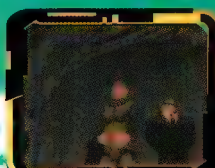
You find out you're actually Johnny Slater, Secret Service agent. The alien offers to restore your body and memory. It mentions that it is a Gargatua, and that many other aliens are kept alive as hostages, used by an evil alien who is hoping to replace the president.



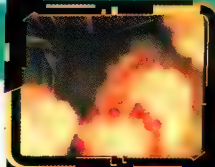
The alien explains that the hybrids are clones created to replace important leaders around the world. In a short time, you too are among the aliens.



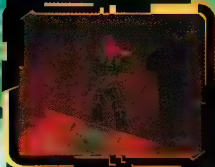
The aliens put you in a tank to return your body back to your real image.



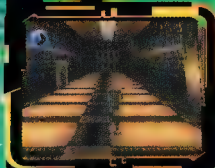
While you're locked away, Jerry Silver and his Men in Black break into the room. He thinks the aliens are helping Diaz. They take Diaz and the aliens away.



Jerry blows up the lab.



You live through the explosion and make your departure through an escape tunnel with a slide.



At the end of the long slide, enter the Life Pod on the left wall in this new corridor to restore your health and save the game.



Level 3-1



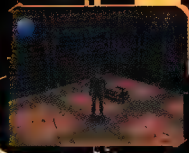
Turn left and walk down the corridor until you reach another hallway also on the left. Enter the hallway but look out for the Anklebreakers scurrying across the floor. Leave this door alone for now.



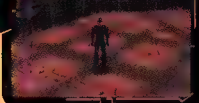
Back out in the hall, go to the big door on the left.



Enter the room and head right. Look behind the first crate to find an equipment vault with a Poison Restorer in it. Keep going to the right.



Take the Life Charger Medium from the equipment vault near the big wall at the back.



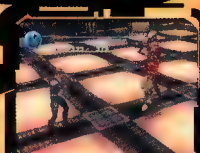
Since you're blocked by the wall here, go back around this area in the other direction. Pass the entrance for now. Blast the sentry robot high above your head to get the Life Charger Small it holds.



An equipment vault sits against the wall on the right around the bend. Another equipment vault is below the sentry robot to the left. Open them to gather the Poison Restorer and the Life Charger Medium, respectively. Return to the corridor and take the hallway on the right. Avoid the Anklebreakers and go through the door at the back.

Tip

The Anklebreakers on this level look different. Plus, they're faster and do twice as much damage, so look out for them.



The next room contains a Muphrid that comes from a regeneration pad in the center of the room.

Muphrid



The Muphrid is especially dangerous when you try to pull off a wrestling move. It's big, strong, and too bulky to easily seize. If you go head-to-head with it and try to wrestle, the Muphrid will pull a reversal nearly every time.

Stick with the boxing technique of pulling back, letting the Combos build, and punching for all you're worth. Take every opportunity you get to hit the Muphrid from behind to do extra damage. Suggested power-ups for use against the Muphrid are the Offense Enhancer and Speed Drainer.



The Muphrid is very hard to wrestle. Soften him up with some punches and kicks first; don't forget to use the Combos.



Combos are especially effective.



Getting a rear grip for a wrestling hold is almost impossible. Circle and move around to get the power bar filled.



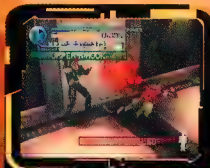
The Muphrid is one deadly enemy!

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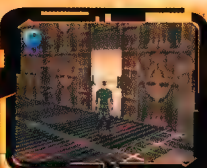
Tip

Use a power-up such as a Speed Drainer or an Offense Enhancer against the Muphrid if you need to. But try to conserve some of the power-ups as you go along to take out the big enemies at the end of the game.

If you're really desperate, you can try to avoid the Muphrid and get through the door without engaging it.



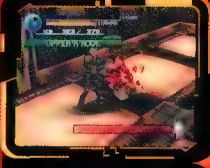
The best strategy is backing away and letting the Muphrid come at you. Every time the power bar is full, wait on the creature and pop it a good one.



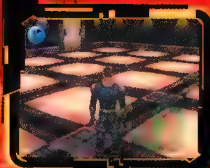
In the corridor, turn right and keep going. Enter the first green-lit door on the right.

Tip

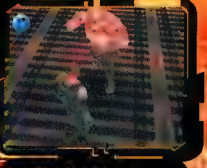
This room only contains a Mekbuda. If you aren't ready for another fight, skip it. But you will have to face either this Mekbuda or another blowweapon to get into the little room between this one and the next.



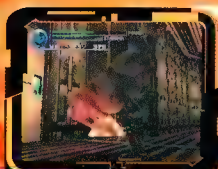
Wear the Muphrid down until you're able to completely destroy it.



You don't have to fight another Muphrid (thanks to the regeneration pad); the door you need to exit through is on the left if you stand with your back to the other door.



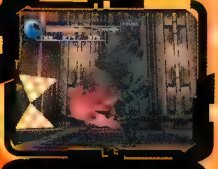
Get ready to fight the Mekbuda inside. It immediately powers up with an Offense Enhancer the first chance it gets. Counter that with either a power-up of your own, or just tough it out. Remember, you have to save some power-ups for the game's final confrontation. Counters are usually very effective against the Mekbuda.



Wrestle the Mekbuda from the front and remember that grabbing it from behind is hard unless you're at full strength.



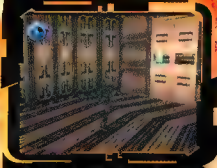
Back away and use Combs on it.



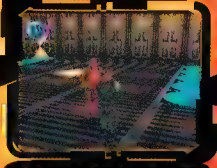
Try to keep the Mekbuda off-balance by alternating between wrestling moves and boxing.



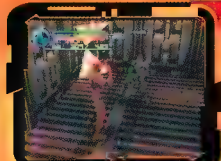
Remember, if you don't have quite enough power to fill out your Combo, you can still punch the Mekbuda once, then punch it almost immediately again as the power bar rapidly fills up the last little bit and the Mekbuda climbs back up from the floor.



Go to the green-lit door in the little alcove next to the door you entered and walk through.



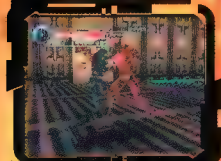
Get ready to take on your next Kitalpha.



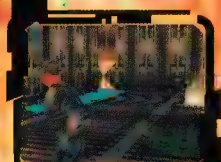
Maneuver far room to build up the power bar.



Hammer the Kitalpha with Combos.



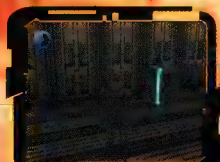
Keep beating on the Kitalpha until it collapses.



The door on the left leads back out into the corridor. Head for the green-lit door on the other side of the room. If you go outside, the Kitalpha regenerates.



If you leave your back unprotected, the bioweapon creatures have an opportunity for a surprise attack, which can be debilitating. Unless you have plenty of running room, don't turn your back on one.



Change the Code Key with the Code Changer, then take the Offense Enhancer from the equipment vault here. Go through the next green-lit door ahead.



Meet your first Dubhe. These little beasts are very dangerous because they can poison you.

Dubhe



Since the Dubhe spits poison if you get very far away, your best strategy is to stick close; if you're in its face, the Dubhe won't spit. However, there's little time to build up the power bar.

Constantly punish and kick the Dubhe to keep it off-balance. Throw in powered wrestling moves to really take the health points off. And be sure to take advantage of an attack from behind to get the extra damage.

You definitely want to keep a Poison Restorer power-up handy.



Stay close to the Dubhe. If you don't, it shoots poison at you.



If you do get poisoned, check your inventory for a Poison Restorer.



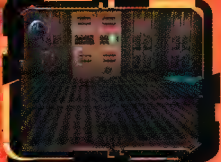
Use wrestling moves to stay close to the Dubhe.



Keep chopping into the creature with punches to knock it off-balance.



If you stay aggressive and close, you won't have any problems defeating the Dubhe.

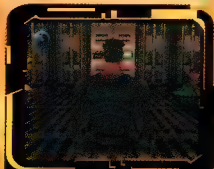


Again, the door on the left leads to the outside corridor. Go through the green-lit door located across the room from the one you entered.



Open the two equipment vaults in the next room to get a Speed Enhancer and a Life Charger Medium. Leave through the other green-lit door.

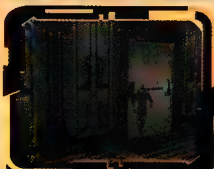
HYBRID HEAVEN™



As soon as you enter the next room, another Muphrid attacks.



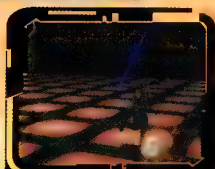
Back away and let the Combas build up, then hammer the Muphrid.



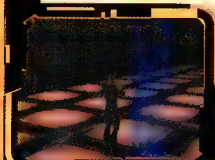
Go through the door on the left side of the room.



A force shield blocks any more progress in this direction. Go back into the last room and go to the door that is now on your left (the only door you haven't gone through in this place).



As soon as you enter the next room, a Skater blazes out and attacks you.



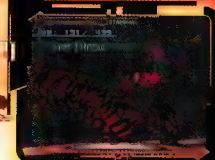
The Skater has three different attacks. Firsts it skids across the ground; second, it elevates and fires energy bolts; and third, it floats on a devastating column of blue energy.



In the next hallway, spot the security door ahead. Turn left to find the ladder; go toward it.



Get ready to fight the Pellux that drops down from the ceiling.



Use wrestling moves to destroy the Pellux. The Guard option is also very effective against it.

Note

Take a quick look at your power bar. At this point you may be capable of a three-strike Combo. If you are, let the power build up and hit the Muphrid hard!

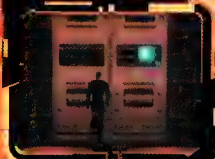


Wrap it up with your wrestling moves and put the Muphrid down for the final count.



Walk up the elevated ramp.

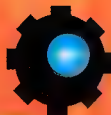
Go through the security door at the top.



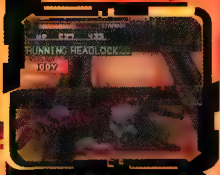
While the Skater is floating on the energy column, run toward the green-lit door on the opposite side of the room, ignoring the security door for now.

Tip

You'll encounter Skaters later on in the game as well. They're tough to kill unless you can and are willing to take some damage. In this room, the best strategy is to take cover (limited though it is) in a corner and start blasting at the Skater at every opportunity. Shoot it on the floor and in the air, until the skater blows up. When it does, you'll get a Flame Shot pistol.



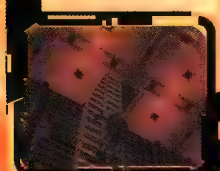
As soon as you throw the creature, turn around and throw him again.



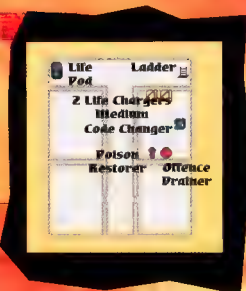
Be sure to take advantage of any disorientation the Pollux might experience due to being thrown so much. Attack from behind for additional damage.



Nothing beats a good right hook to the jaw. Once the Pollux is down, go up the ladder.



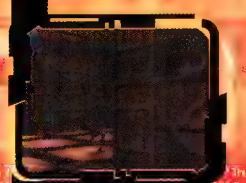
Climb the ladder to the next floor.



Enter the Life Pod at the end of this corridor to restore your health and save the game.



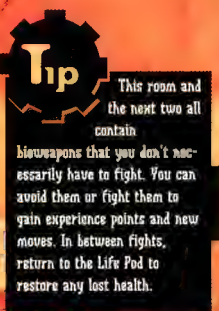
Level 3-2



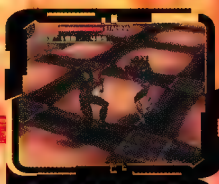
Leave the Life Pod and enter the corridor on the right.



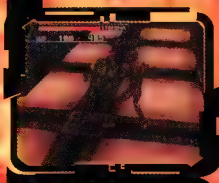
Enter the first green-lit door on the right. Battle the Mekbuda inside using all the moves you've already learned. Return to the main corridor outside. Enter the next green-lit door on the right.



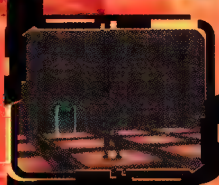
Tip This room and the next two all contain bludgeoning weapons that you don't necessarily have to fight. You can avoid them or fight them to gain experience points and new moves. In between fights, return to the Life Pod to restore any lost health.



Fight the Spica in this room. If you get into trouble remember that its weakness is the Counter move. Go back out into the corridor and into the room across the hall.



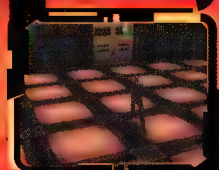
Battle the Kitalpha in this room, defeat it using the skills you've acquired along the way. Then go to the last room on this level.



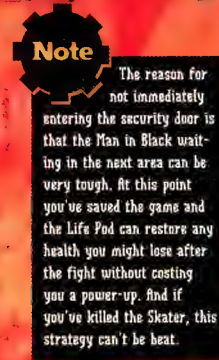
This fourth room contains a Code Key Changer and is a smorgasbord of power-ups. Change the key and take the Offense Drainer, Poison Restorer, and two Life Chargers Medium from the equipment vaults.



Return to the corridor and take a quick trip to the Life Pod to restore and save the game. Climb back down the ladder. Enter the green door on the right in the lower corridor. Don't enter the security door yet.



Enter the room with the Skater and run to the left. Go through the door on the left wall.



Note The reason for not immediately entering the security door is that the Man in Black waiting in the next area can be very tough. At this point you've saved the game and the Life Pod can restore any health you might lose after the fight without costing you a power-up. And if you've killed the Skater, this strategy can't be beat.



Head left around the rail to encounter your first Man in Black in a hand-to-hand confrontation.

HYBRID HEAVEN™

Men in Black



The Men in Black learn quickly, so try not to use the same move over and over. Stay close to them because they have a tendency to pull pistols and start blasting away. A Man in Black will dance with you if you circle him like a boxer.

Your best strategy is to punch and kick, and keep moving. Circle to let the Combos build up, then lay into one of the Men in Black. Give him a change-up with the occasional wrestling move that thrashes him. As he gets up, hit him from behind again.



Men in Black are very dangerous. They learn quickly, so don't pull the same move on them time after time. Punch and kick a little at first to soften them up, and remember to alternate between the two. This lowers your chances of pulling off Combos, but survival is what's important now.

Caution

Stay close to the Men in Black. If you don't, they'll take out pistols and blast you for serious amounts of damage!



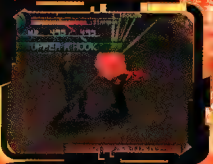
Kick the Men in Black and don't be disappointed if the damage seems small. It all adds up.



Get the wrestling moves in on them for big points.



Learn to slip behind your opponents and deliver punches to their backs or as they turn around. Boxing damage relies heavily on positioning.



Keep chipping away at the Man in Black until he collapses.



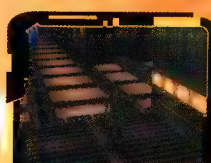
Continue around the railing until you find the exploding crate hanging from the ceiling. Blast it to pieces to drop the power-up resting on top. You also free an equipment vault by destroying this crate. Wreck the sensory robot beside it.



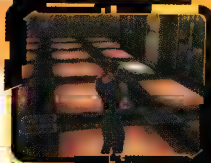
Go through this room's only door, back into the room with the Skater. Head right and go through the door there. Open the security door and go through.

Note

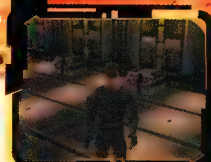
If you want to get the equipment vault that you freed from the exploding crate, return to the first room you entered on this level. Then make your way back here. But if you're patient, you'll get there in the next section anyway!



Walk through the corridor ahead. Avoid the Anklebreakers and run to the right. The low ledges keep the Anklebreakers from reaching you.



Go all the way to the back of the room and turn right to see the green-lit door at the back.



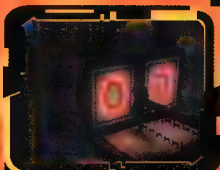
Enter the room and collect the Life Charger Medium and the Stamina Booster inside the equipment vaults.



Leave the room and turn right. Go all the way down to the railing, and leap up onto the ledge above.

Tip

Don't forget that you can take a quick trip to the Life Pod up the ladder if you need to. It's free and close at this point.



Tip If you miss this jump, there are ledges along the back wall that allow you to return to the catwalk. Leap

Step over the ledge to land on the crate below. Take the Battle Charger Large inside. Leap onto the ledge and pull yourself up.

Turn right and shoot the sentry robot out of the air that's guarding the equipment vault on the crate there.

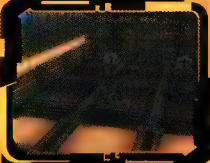
Be careful around the sides of the catwalk. If you fall off, you die!

Turn left all the way to the other side of the catwalk and spot the equipment vault on the crate there.

Cross back to the other end of this catwalk. Leap up onto the ledge and go right, back toward the ledge where you came from.

Clone Storage Facility

HYBRID HEAVEN™



Continue straight ahead and empty the two equipment vaults at the wall ahead. Get a Life Charger Medium and a Ring Eraser.



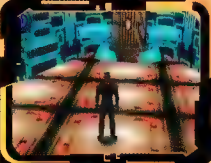
Two more corridors remain to be explored. Turn around and take the corridor now on your right. Take the Hurricane Shot and the Ice Shot from the equipment cases.



Retrace your steps and enter the remaining green-lit door you've left unexplored so far. Wow, look at all the Cryo Chambers!



Ahead is a security door, but far now enter the green-lit door on the right.



Examine the Cryo Chamber at the other end of the room to discover it is all set up to receive the president of the United States. Use the Code Changer in this room to change the code on the Code Key. Go back into the other room and enter the security door to the right.



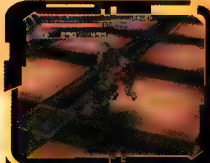
Fight the Muphrid that rushes at you.



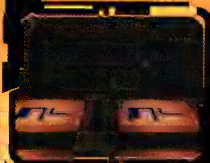
Remember to keep the Muphrid at arm's reach with punches and kicks.



Use wrestling throws when you get the chance. Remember that it's very hard to grab the Muphrid from behind.



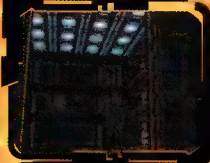
Keep boxing the Muphrid until it's down for the final count. The main thing here is to stay moving, gathering power, and punching when the creature rushes at you.



Exit through the room's green-lit door instead of the security door you came through. Walk to the big security doors directly ahead.



When the elevator doors open, you're surprised to see your superior, Kevin Young, and some of his friends.



They tell you to join them. Kevin lays out the whole plan, including the part about getting rid of you...



... but you escape.



A Man in Black is a fierce opponent. Beat him back with punches and kicks, but stay close to him so that he won't shoot you and cause a lot of damage.

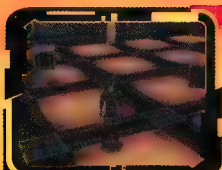
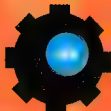


If you get the chance to wrestle him, do it. But a Man in Black learns quickly, so throw different moves at him.



Step in behind every chance you get to pulverize him.





Leave through the green-lit door on the other side of the room. Search through the crates to gather a Poison Restorer and a Life Charger Medium from the equipment vaults. Enter the Life Pad to restore your health and save the game.

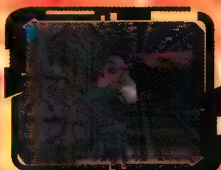
Level 3-3



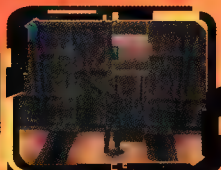
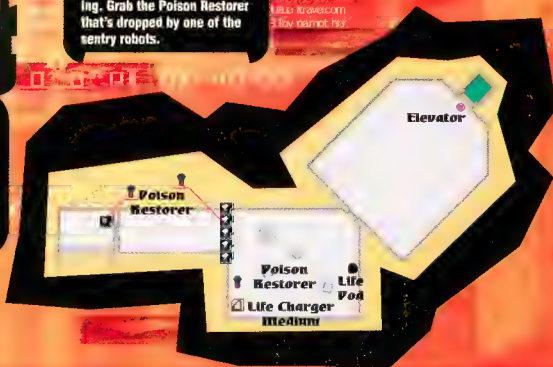
Leave the Life Pad and blast the sentry robots floating near the ceiling. Gather the Poison Restorer; one of them drops after the sentry robot explodes. Go through the door at the back.



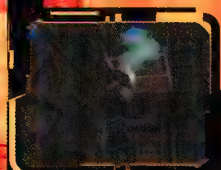
Climb up the short ledge on the left in the next room, then leap up onto the ledge above. Pull yourself up. Get the Poison Restorer from the equipment vault on the second ledge, then leap onto the next ledge.



Follow the corridor around to the left and blast the sentry robots floating near the ceiling. Grab the Poison Restorer that's dropped by one of the sentry robots.



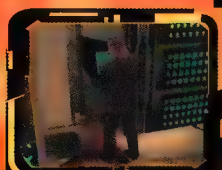
Raid the equipment case on the right wall for the Super Restorer inside.



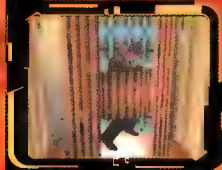
Shoot both the exploding crates above the crates on the ground.



Leap onto the crates. Turn left and leap onto the ledge above. Pull yourself up. Go through the green-lit door at the top.



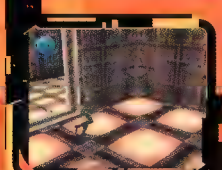
In the next room, spot Kevin operating some sophisticated computer equipment.



Watch as the president of the United States tries to escape the cage he's in.

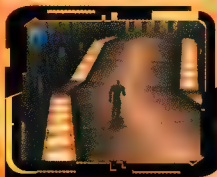


Kevin finishes the programming he's working on and the president drops out of sight.

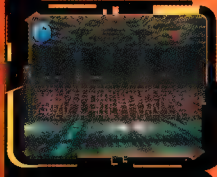


Run to the right and go through the green-lit door there.

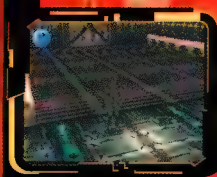
HYBRID HEAVEN™



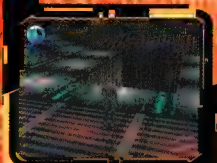
Follow the ramp up to the next door.



Watch out for the Anklebreakers in the next room. Look up near the door to the left to spot the sentry robot in the air. Blast it to get the Super Restorer. Circle around the railing to the left.



Blast all the sentry robots along the outside of the railing to get the power-ups. In order, they are a Poison Restorer and a Stamina Charger Large. Farther ahead and to the left is a door with a big security lock.

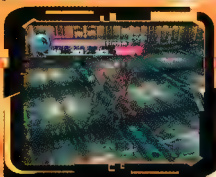


Turn right and go down the ramp. Head left and enter the room there. Prepare to take on the Dubhe.

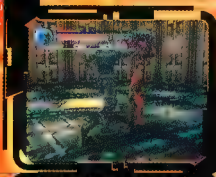


Tip

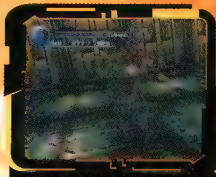
There's nothing in this room except the Dubhe and a power-up. If you're running low on health and want to avoid further loss, skip this room. If you're itching for a fight, go for it. But there is a regeneration pad, so if you're good at fighting the Dubhe, get on it and grab as many extra power-ups you can.



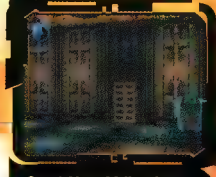
The strategy with the Dubhe is to stay close so it can't poison you. Punches and kicks soften it up.



Wrestling throws will put it away. Don't try for the Combos here because you have to stay too far away from the Dubhe.

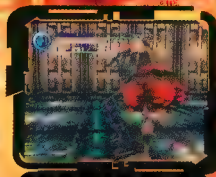


Keep working at the Dubhe until it collapses.



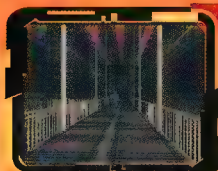
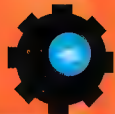
Go outside and follow the catwalk around to the other door. Enter and empty the two equipment vaults on the left to get the Battle Charger Medium and Defense Enhancer. Change the Code Key at the Code Changer, then climb down the ladder.

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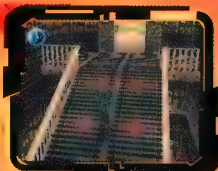


At the bottom of the ladder, head for the door on the other side of the room. Fight the Naos using the skills you've learned. Stay away from it and let the Combos build up. The Guard option works really well on this creature. After you defeat the Naos, go through the door on the other side.

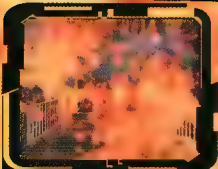




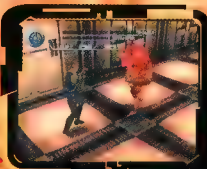
Step out onto the catwalk and turn right. Enter the door there. Watch as Kevin's clone streaks down the catwalk.



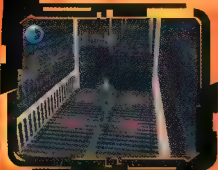
Turn left, back to where you were first facing, and go up the catwalk there to the door Kevin came from.



After his victory speech, he blows up the catwalk and disappears.



Inside this room is a regeneration Mira.

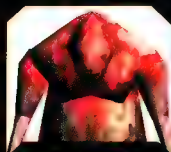


Jumping over the gap is out of the question.

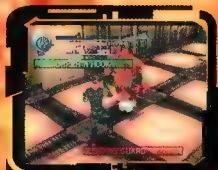


Once you figure out the Mira's rhythm, don't relax: this room sports a regeneration pad so you can rack up a lot of extra power-ups.

Mira



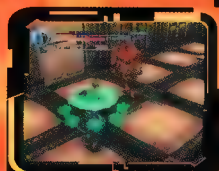
To escape the Mira's fatal breath, stay in motion and punch or kick often to keep it occupied. Let the Combos build; it's hard to wrestle a Mira unless you have a full power bar. Stay on the aggressive and when the Mira attacks, counter. Miras stand their ground the first time you fill up the power bar. Make use of this and get in a lot of one-shot power punches. They add up!



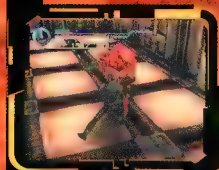
No doubt about it, Miras are tough. They're very hard to wrestle, so work your boxing and kicking Combos on it.



Backing away to build up power is simple because the Mira is so slow. However, backing up leaves you open to a poison attack.



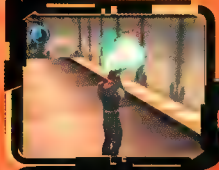
Use a Poison Restorer to defeat the effects of the poison.



Dance around the Mira and stay close to set up the Combos.



Keep punching and moving until you wear the Mira down and eventually destroy it.

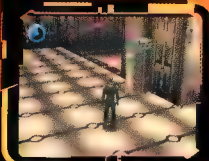


Leave through the room's other door. Go up the ramp and blast the two sentry robots out of the air. Go through the security door at the end of the hallway.

HYBRID HEAVEN™



Scan the next room where Kevin sent the president.



Enter the Life Pod against the right wall to restore your health and save the game.

Level 3-4



Leave the Life Pod and turn right. Blast the sentry robots in the next hallway. Drop over the ledge onto the wide catwalk below. As Kevin taunts you, walk to the green-lit door behind the crates. Walk through the short corridor and through the green-lit door.



Battle the Dubhe in the next room with the regeneration pod. Use the close-in kicking and punching skills you've developed to quickly conquer it. The Guard option is also effective if you let the Dubhe engage you. Go through the door on the other side of the room.

Tip

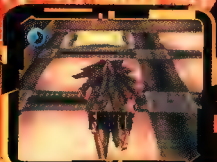
The Dubhe is a good opponent to become familiar with. Grab as many power-ups as you can from the Dubhe before you defeat it.



Go through the next short corridor and into the room after that. Battle another Mira by staying close and hammering away.

Tip

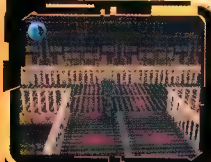
One interesting consistency is that you can press up against the Mira and wait until your power bar fills before punching or kicking it. The punches the Mira delivers are weaker if you do this. There's usually enough time to get a few good wallops in!



Go through this room's other door, then through the short corridor after it. This corridor looks a lot like the last one, but don't think you're lost. Battle the Dubhe in the next room with the close-in tactics you've developed.



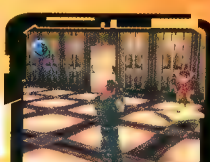
Exit through the room's other green-lit door and continue down the catwalk.



Head left at the catwalk's T-intersection.



Go through the door at the top of the catwalk.



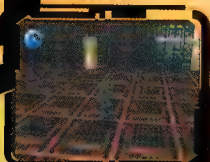
Battle the Muphrid by dropping back and letting the Combes build up. Then hammer it to the ground! The Guard option is very effective here.



Leave through the other green-lit door. Go up the ramp after Kevin.



Stop at the door at the top of the ramp and turn right to spot the equipment vault at the end of the hallway. Open it and take the Life Charger Medium and Stamina Charger Medium inside. Go back to the door at the top of the ramp and go through.



Enter the Life Pod at the other end of the room to restore your health and save the game.

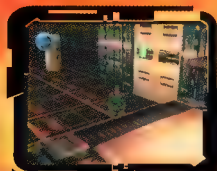




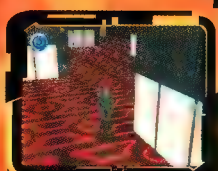
Level 3-5

Tip

If you're suffering after the fight with the Man in Black, don't forget to use the Life Pod for a quick recharge.



Once the Code Key has been changed, run back to the door near the Life Pod and enter.



After Kevin finishes speaking, he disappears. Don't immediately chase after him. Go right and follow the wall around. Go through the walls as if you're working your way through a maze.



Walk to the security door and go through.



It doesn't take long to find Kevin.



Kevin is waiting on you and offers a parade of flashbacks.



Kevin is waiting on you and offers a parade of flashbacks.



Kevin is waiting on you and offers a parade of flashbacks.

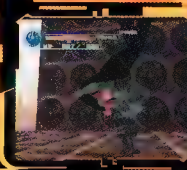


Kevin is waiting on you and offers a parade of flashbacks.

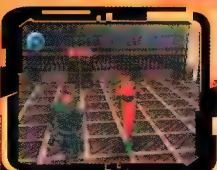


Kevin is waiting on you and offers a parade of flashbacks.

Leave the Life Pod and walk left. Enter the first door on the ledge that you came to. Ignore the one by the Life Pod for now.



Fight the Man in Black and remember to stay in close to avoid getting shot. Use punches and kicks to break him down, then finish him with wrestling moves.



Battle the clone in this room the same way you do a Man in Black. Beat her down with punches and kicks, followed up by the occasional wrestling throw.



Leave this room and turn right. Run down the catwalk here until you reach the corner near the first door you entered in this room. Follow the catwalk around.

Tip

Getting hammered by the bad guys every so often allows your power bar to fill up very quickly. Don't feel bad about a good beating every now and then if it fills up your power bar!



Shoot the yellow security lock on the computer. Leave this room and walk outside. Turn left and enter the door there.



Follow the catwalk to the Code Changer and slip the Code Key in. Avoid the Anklebreakers along the way.



HYBRID HEAVEN™

Kevin Young



Fighting Kevin Young is definitely the hardest battle you've fought so far. Make sure you have plenty of Life Chargers.

You've learned many skills and techniques, and in this fight, they'll serve you in good stead. Start out using boxing tactics; circle and stay away, keep Guarding yourself and use the occasional Counter.

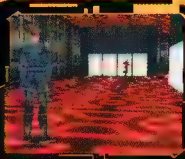
Remember to use R to break out of any wrestling holds Kevin puts you in. Conserve your power to serve up those blistering Combos that'll give him an attitude adjustment! Use an Offense Raiser and/or a Defense Enhancer power-up against him.



In a brief moment, Kevin reveals his true self to you—and it's ugly!



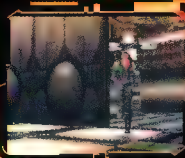
According to your power bar, you can deliver four-part Combos if you took on a lot of extra fights along the way. If not, the three-hit Combos are just as effective. Duck and weave around Kevin to get them built up.



Chase after Kevin as he flees. Go through the green-lit door in the back.



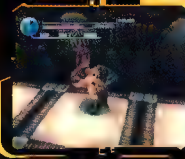
Follow the ramp around and go through the next green-lit door into a sophisticated lab.



When Kevin enters the next room, go after him. The showdown is about to begin.



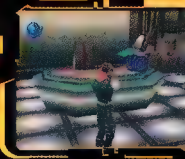
Hammer Kevin every time one of the sections on the power bar is filled.



When you take some health points off Kevin, use the wrestling tactics against him. In the early stages of this match, you won't be able to grab him easily.



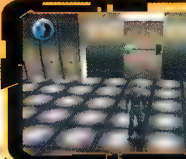
It takes some time, but you can wear him down and put him away!



Once Kevin is down, go back to the outer office. Walk to the desk and blast the small exploding box there.



Climb up on the desk to get the Memory Card.



Go through the green-lit door between the lockers. Then go through the next corridor and through the door at the end.



Take the elevator down and enter a secret room where the aliens are working on the president. They tell you where to use the Memory Card.

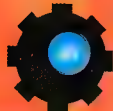


You quickly put the Memory Card into place.



Once the president is freed and put in the aliens' hideaway, it's time to go to work again.





Level 3-6

President

Life
Charger
Medium

Tunnel

Speed
Restorer

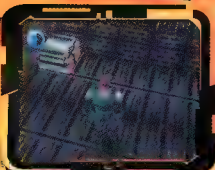
Life

Pod

Stamina

Restorer

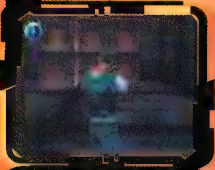
Medium



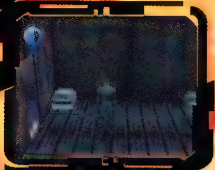
Go back through the only door in this room. Turn left to find an equipment vault in the next room. Get the Life Charger Medium inside. Talk to the alien.



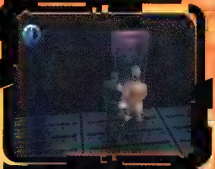
Go through the next green-lit door and talk to the alien there, then go through the green-lit door on the other side of the room.



Ignore the pile of crates to the left for now and go through the green-lit door ahead.



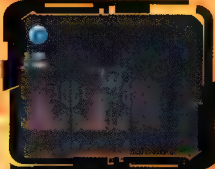
Empty the two equipment vaults on the left wall in the room. Grab the Poison Restorer and the Stamina Restorer Medium.



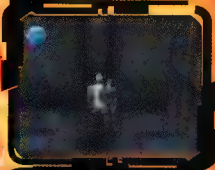
Talk to the alien by the door to find out about the Navigator.



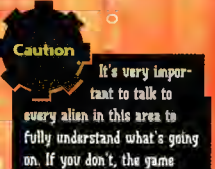
Turn around and enter the Life Pod against the back wall to restore your health and save the game.



Leave this room and walk back out to the crates. Leap up onto the crates to get the Speed Restorer out of the equipment vault there.



Drop down and talk to the alien guarding the tunnel in the wall.

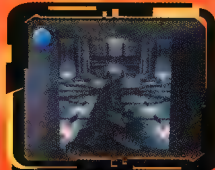


Caution

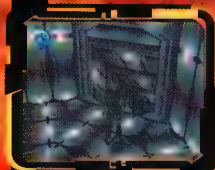
It's very important to talk to every alien in this area to fully understand what's going on. If you don't, the game won't let you proceed.



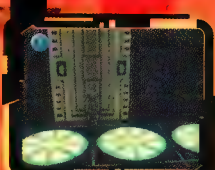
Return to the alien and the president. The president immediately sends you to find the Navigator.



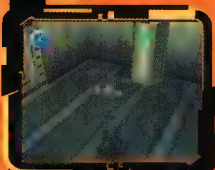
Return to the crates where the alien was guarding the tunnel. Drop down and crawl through the tunnel.



Slide down the shaft in front of you.



Go through the green-lit door at the other end.



Look up high and shoot the sentry robots to the left and right; each drops a Battle Charger Small. Then turn right and enter the Life Pod to restore your health and save the game.

HYBRID HEAVEN

Level 4-1

Weapon Factory



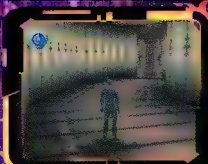
Leave the Life Pod and turn right. Go through the door. Get ready to battle the Man in Black there. Guard against him to keep your life intact. This room has a regeneration pad, so make sure you know where you are in relation to the regeneration pad unless you're doing really well against these guys.



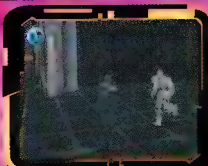
There's nothing new to handle with this Man in Black. Just stay on him and keep pouncing away even if the damage amounts are small. It's better than standing still and being a target for his weapons.

Tip

On this level, activate the game's mapping feature so you can keep tabs on where you are at all times.



Cross the room and go through the green-lit door on the other side. Go through the short corridor and into the long hallway beyond. Avoid the Anklebreakers. Turn left and move forward.



Here comes a rough customer! Get ready for your first brawl with a Capella!



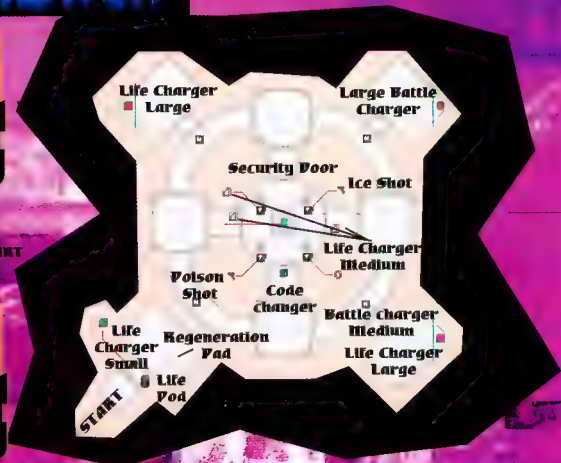
This is one of the opponents where running is in your best interest. Retreat and let your power bar fill up.



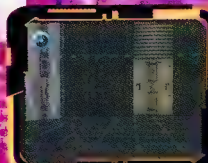
Capellas are incredibly hard to wrestle, so depend on your Combos. Take breaks to square up with the Capella as if you're going to box in order to get more time to refill the power bar, then dash off before it can hit you.



Blast the Capella with the Combos when you're ready.



It would be great fun and very easy if you could simply do this throughout the match. However, your stamina drops off. When you have to stand your ground and fight, try to step behind or beside the Capella to do the most damage.



Enter the door between the two huge tubes.

Capella

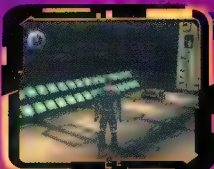
By May



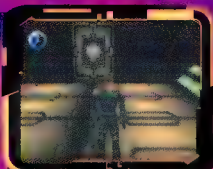
Capellas are tough. However, they are also incredibly slow, moving only as fast as you set the pace. Take advantage of that control by backing away and letting the Combos build. Don't step toward the Capella after they're built up; wait for the robot to approach you and slam it when it's within reach. Don't try to wrestle the Capella! Save your power-ups. You don't need them.



These tin cans are really tough opponents, but you can beat them down.



Get the Life Charger Medium from the equipment vault inside the short corridor. Return to the big room where the Capella was and take the door on the right.



Enter the green-lit door between the tubes and spot the security door at the back of the room.



Return to the main hallway where the Anklebreakers are and head to the left. Go through the door and take on yet another Capella.



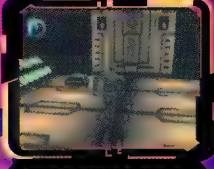
Once the Combos build up, hit her with everything you have.



Avoid the Anklebreakers in the next hall. Enter the door on the left. Fight the Man in Black inside the room beyond the short corridor. The force field that was covering the equipment case fades away as soon as the Man in Black is defeated. Get the Life Charger Large inside.



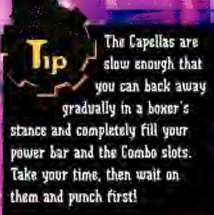
Return to the big room and go through the door on the right. Avoid the Anklebreakers out in the hallway and enter the green-lit door on the left.



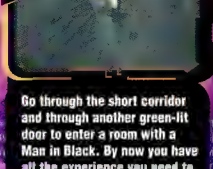
When the Capella is down, go through the middle door again. Take the Life Charger Medium from the equipment vault. Return to the big room and take the door to the right.



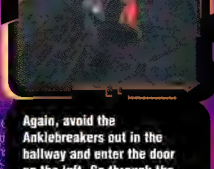
Throw in some wrestling moves to finish her off.



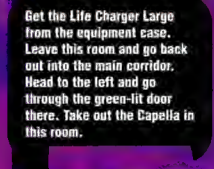
Tip The Capellas are slow enough that you can back away gradually in a boxer's stance and completely fill your power bar and the Combo slots. Take your time, then wait on them and punch first!



Go through the short corridor and through another green-lit door to enter a room with a Man in Black. By now you have all the experience you need to take him on and win.



Again, avoid the Anklebreakers out in the hallway and enter the door on the left. Go through the short corridor and fight a clone.



Get the Life Charger Large from the equipment case. Leave this room and go back out into the main corridor. Head to the left and go through the green-lit door there. Take out the Capella in this room.



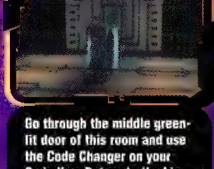
Leave the room, go through the short corridor, and turn left in the hallway beyond. Avoid the Anklebreakers and make your way to the next green-lit door; go through. Get ready for another Capella. The strategy here remains the same. Strike big when you get the opportunity, then step to the side or behind for those really powerful blows.



Once the Man in Black is down, the force field in the back of the room vanishes and you can open the equipment case there. Take out the Battle Charger Large.

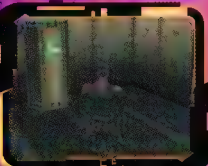


The clone is a lot like the Men in Black. She learns quickly to counter any move you favor, and can be hard to wrestle. Also, don't get too far away or she will shoot you. Use the Guard counter to block her blows.

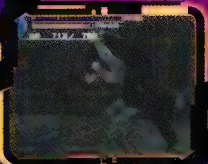


Go through the middle green-lit door of this room and use the Code Changer on your Code Key. Return to the big room and leave through the green-lit door on the right.

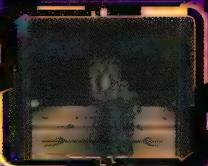
HYBRID HEAVEN



Enter the green-lit door on the left and battle the Man in Black. You've already been in this room, but since you're going back to the Life Pod to restore and save, you don't have to go through all these opponents again if you lose a fight later on in this level. Once the Man in Black is beaten, go through the other door in this room and use the Life Pod.



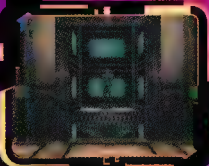
Leave the Life Pod and go to the door on the right, where you just battled the Man in Black. You can avoid the next one that regenerates there by heading out into the main corridor or you can fight again. This Man in Black regenerates several times.



Head left in the corridor. Pass through the next room, then enter the middle green-lit door in the room after that to reach the security door.



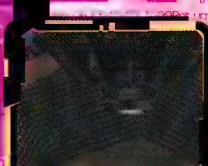
The room in front of you has three red-lit doors. Destroy the four sentry robots floating high in the air around the elevator to get a Life Charger Medium, a Battle Charger Medium, a Poison Shot, and an Ice Shot. Walk to the center of the room and take the elevator down.



The elevator drops a long distance.



Walk through the next door and take the next elevator down in that room.

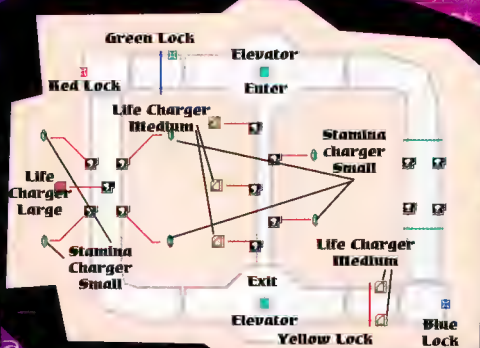


The elevator drops you into a large room with railings all around.



A green-lit door lies ahead. Enter it and shoot the green security lock on the wall. It doesn't drop the force field inside, but it does open a force field in another room.

Leave the room and turn right. Blast the sentry robots hanging over the catwalk. Gather the power-ups they leave behind. You should get three Life Chargers Medium and two Stamina Chargers Small.



Tip

Before you go through the security door on this level, go back to the Life Pod and save your game.

There are a number of opponents before you get a chance to save again; you don't want to go through them all another time.

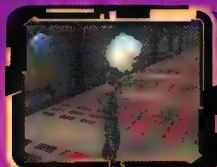
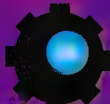
Note

During the frequent trips you take back and forth across this area, be careful not to step on the elevator or it will take you back up. If you do go up, walk off the elevator for a short distance, then walk back on to drop down again.

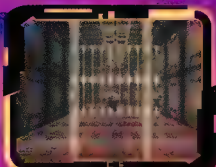
Tip

These sentry robots are very fast.

The best strategy is to pick the closest one and creep up on it, taking a shot between steps. When a shot hits, fire a second round off quickly. It only takes two shots to eliminate each sentry robot. Take your time and you should be able to get them all with a minimum of damage to you.



Walk back along the catwalk after gathering the power-ups and go right, to the other green-lit door you can enter. Follow the corridor around. Blast the sentry robots out of the air.



From here you can get a quick glimpse of everything that's waiting ahead. Return to the room across the first catwalk that had the red force field behind the other green-lit door.



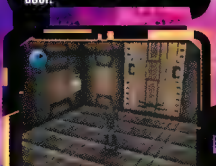
Turn around and go to the new area with the second elevator you just passed. Take the elevator down.



This hub is a lot like the last one you just went through. Head to the left and go through the green-lit door there. Fight the Capella inside the room.



Enter the door at the end of the corridor. Battle the Man in Black in the next room and shoot the Blue security lock on the wall behind him. This knocks out the blue force field in the room behind the other green-lit door that you just came from.



Blast the yellow security lock on the wall and go through the green-lit door beside it.



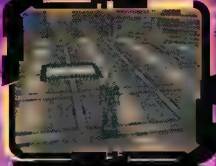
Walk through the green-lit door at the bottom and follow the corridor around. Enter the big door at the end on the left.



Go through the middle door in this room. Take the Life Charger Medium from the equipment vault. Use the Code Key Changer to change the Code Key.



For now, walk through this room's other green-lit door. Empty the two equipment vaults in the room with the red force field and get two Life Chargers Medium. Walk back across the catwalk to the corridor and the green-lit door to the room where the blue force field was.



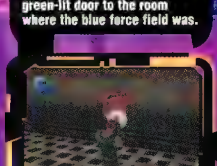
This green-lit door brings you to another elevator in the center of the railing. It looks a lot like the last elevator, but note that none of the catwalks are open. Avoid the elevator and go through the green-lit door on the other side.



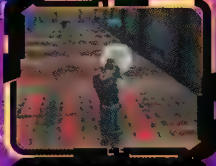
Battle the Man in Black by staying close and using mostly punches and kicks to whittle him down to size. The Guard option, as long as you don't make a habit of stepping into him and trying to use it, works very well.



Leave this room and go through the door on the right in the next room. Blast the sentry robots ahead. Enter the door on the left.



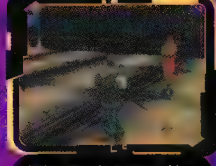
Walk through the door in the back of the room and get ready to fight another Man in Black. Keep close and stay aggressive. Attack from behind every chance you get. Blow up the red security lock, then go through this room's other green-lit door.



Follow the corridor around and blast the sentry robots floating there. Pick up the four Stamina Chargers Small and the Life Charger Large they drop when they explode.



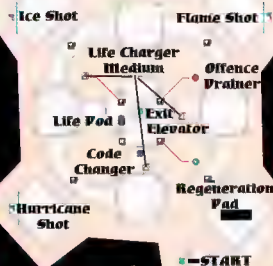
Go through the green-lit door on the other side of the room, then through the small room after it. Listen to the pumping noises thundering through the installation now. Blast the sentry robots in the outer hallway.



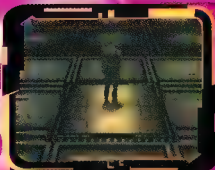
Defeat the clone inside this room and get the Ice Shot SP from the equipment case. Go back to the main hallway and head left. Watch out for the sentry robots that have flooded the hall.

HYBRID HEAVEN

Level 4-2



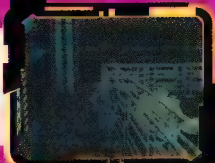
Walk back out to the main corridor, go into the next room and fight the Capella.



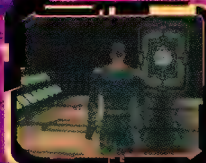
Leave the Life Pod and walk to the right. Take the elevator in the center of the room down. Avoid the Anklebreakers.



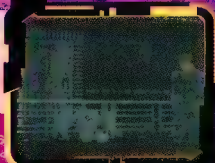
Go through the middle door and take the Life Charger Medium from the equipment vault inside. Return to the main room and go to the door on the left. Fight the Man in Black and get the power-up he gives you for a big win.



Walk through the next two rooms and avoid the Anklebreakers. Walk around the railing to the left outside the second room.



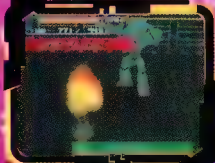
In the corridor, turn right this time. Go back through the rooms until you reach the one where you found the security door behind one of the middle doors.



Step onto the large platform elevator with the Muhlfain. When it wakes, prepare to fight for your life!



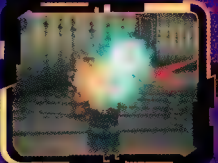
Go through the security door. Blast the three sentry robots high in the air to get the Life Charger Medium, Offense Drainer and Defense Drainer, then walk to the Life Pod. Enter to save the game and restore your health.



The Muhlfain is a big, mean, fighting machine. Wrestling it is out of the question. Box it like you did the Capellas. Be careful! It sets you on fire if you get very far away or stand in one place, so keep moving.



Enter through the door and fight the Capella. Use Combos to put it down quickly. Go through the middle door, where there's nothing inside. Turn around and go back out, then go through the door on the right.



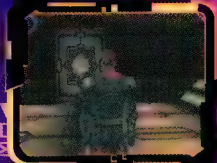
Watch out for the sentry robots in the hallway. Blast your way through them to the green-lit door to the left.



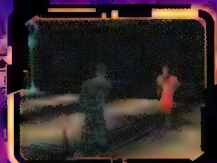
Fight the clone inside this room by Guarding and following up with Combos, then claim the Hurricane Shot from the equipment case against the wall. Return to the corridor, watch out for the sentry robots, and head left.



Go through the green-lit door at the end of the corridor and fight the Capella. Go through the middle green-lit door and spot the security door. You can go through it now if you want, or you can finish this hub and get the power-ups that are here.



Head back out the door and go through the door on the right. Watch out for the sentry robots in the main corridor and head left.



Battle the Clone inside and take the Flame Shot SP from the equipment case against the back wall.

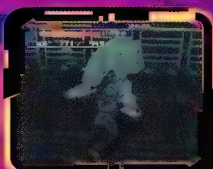


Muhlfain



The strategy with this first Muhlfain is simple: step close to prevent it from using its lasers. While you're fighting toe-to-toe, the Guard option works well most of the time. Pound the Muhlfain every opportunity you have to keep it off-balance. Circle behind to lay it out with a powerful punch and get lots of extra damage. Even when you have Combos, limit yourself to one punch at a time, then hit it again as it struggles to get up. Take advantage of the Muhlfain's slow movements. Also, it has a tendency to ignore you.

Conserve your power-ups, except for the Life Chargers, because you don't really need them.



Get behind the Muhlfain and hit it with everything you have.



Hit the Muhlfain repeatedly.



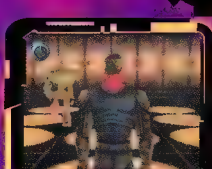
After you defeat the Muhlfain, it blows up.



Walk off the platform elevator and follow the railing around to the right to another door.



Enter the green-lit door and cross the small room to the elevator on the other side. Take the elevator down. Cross the small room and enter the next room. Take the Life Charger Medium from the equipment vault, then go through the door beside it.



Get ready to fight your first Pherkad.



Pherkads can't be easily wrestled. Boxing maneuvers are best. Back away to allow the power bar to charge. The Pherkads sometimes pause, as if they forget you're even there.



Once your Combos are powered up, unleash them!

Pherkad

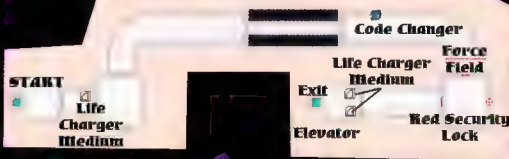


One good thing about the Pherkad's programming is that a lot of the time it ignores you. It follows a pre-set path as it wanders around the rooms it's left in. However, once you catch its attention, it has no problem targeting its laser at you and pulling the trigger.

Stay loose and in motion, and hit the Pherkad from behind to get the most damage points. Don't try to wrestle it.

Note

This is actually the first room you entered on this level after leaving the elevator. The Man in Black regenerates, but if you can beat him, he gives you a Life Charger Large. If you don't feel up to the fight because it's been too long between Life Pods, skip it and go on.



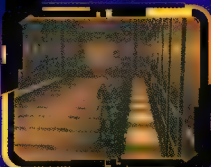
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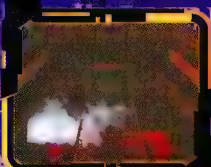
The Pherkads can do a lot of damage when they hit you. Stay away to let your power bar build, then take the attack to them.



Keep hammering the Pherkad with everything you have until it goes down.



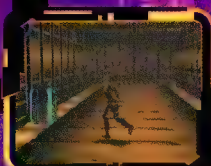
Exit through the green-lit door to the left of the one you entered and follow the corridor. Go through the green-lit door at the end.



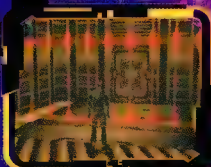
Cross the catwalk over the boiling lava while avoiding the steam blasts. Time the steam blasts to move successfully between them.



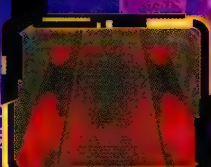
Enter the green-lit door at the other end of the catwalk.



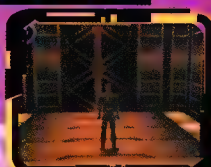
Use the Code Changer on the left side of the wall.



Follow the corridor to the red force field that blocks the way.



Turn around and walk back across the catwalk over the lava.



Enter the room at the other end where you battled the Pherkad and go through the green-lit door on the opposite wall. Go through the corridor on the other side and enter the big door at the end.



Cross the long catwalk and avoid the group of fire cannon along the way. Time their blasts to get through.



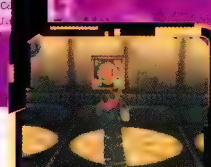
Keep going along the catwalk.



Blast the sentry robots and go to the other end of the catwalk. Go through the door.



Walk through the short corridor ahead and go through the green-lit door at the end. Use the same strategy as before the Pherkad ahead to kill it.



Shoot out the red security lock.

Tip

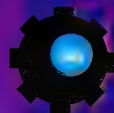
If you're low on life, you can shoot the red security lock while avoiding the Pherkad.

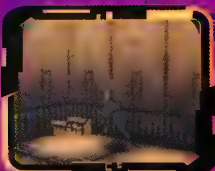
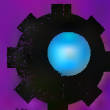


Enter the security door on the wall to the left of the door you entered. Follow the corridor to the door at the other end.

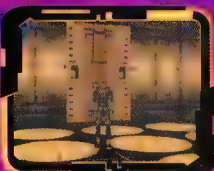
Tip

By now you may be up to a five-hit Combo, so use it.





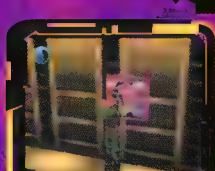
Search the next room for the two equipment vaults. Take the two Life Chargers Medium. Notice the elevator on the wall opposite from the one you entered. Don't take the elevator now, just remember where it is.



In the yellow disk room at this end of the catwalk, go through the green-lit door on the opposite wall.



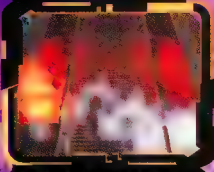
Leave through the door to the left of the door you entered through. Follow the corridor and go through the green-lit door at the end to find another catwalk over lava. Keep going.



Blast the purple security lock on the wall. Return across the catwalk. In the yellow disk room, go through the green-lit door on the opposite wall from the one you entered.



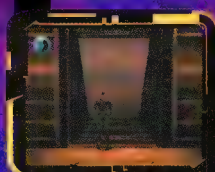
Leave this room and go back out where you came from. When you enter the room with the yellow disks on the floor, cross the catwalk over the lava again by taking the door on the right; it's the only door that isn't a security door.



Follow the corridor and go through the green-lit door at the other end. Cross over the boiling lava and watch out for the steam blasts.



Avoid the steam blasts and go through the door at the end.



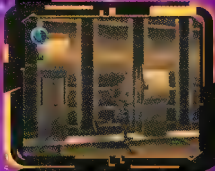
Go through the door at the end of the corridor. Follow the path between the railings.



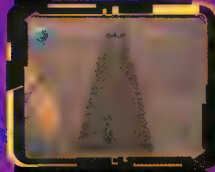
Watch out for the sentry robots; they're back.



In the yellow disk room at this end of the corridor, enter the security door on the right wall and go through the small rooms to the elevator. Take the elevator down. Go through the next two green-lit doors and fight the Pherkad in the yellow disk room.



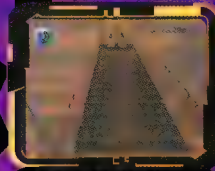
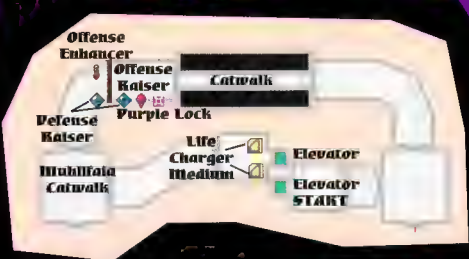
In the next room, turn left and empty the two equipment cases of their Offense Raiser and Defense Raiser.



Up ahead is one of the fiercest opponents you've faced so far. The Muhlifain doesn't actually engage the way other attackers do. You have to take this critter down with your ever-trusty Defuser.



As you approach the group of fire cannon on the way back, they only ignite when you cross in front of them. Leap over them to get by.

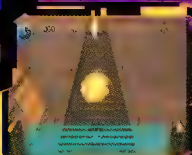


Move toward the Muhlifain, firing your Defuser at select intervals until you start hitting it.

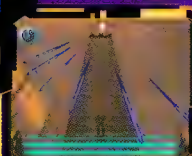
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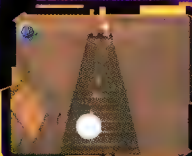
Once you start hitting the Muhlifain with the Defuser, it goes wild!



Dodge the bombs!



Dodge the lasers!



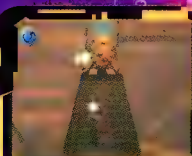
Dodge the short-range missiles!



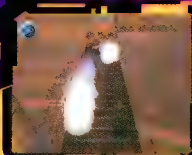
Dodge the long-range missiles and notice the gate that has closed behind you.

Tip

The best strategy here is to either wait for the two steam blasts and weave between them to get closer, or to shoot the Defuser. You can fire during the missile launch, but you'll probably take some damage. If you have a lot of Life Chargers, that's no sweat. The lasers seldom touch you, but you have to dodge the pink explosives and that doesn't give you much time for accurate shooting.



Blast the Muhlifain with the Defuser every chance you get.



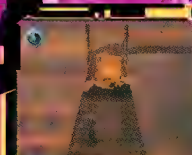
Weave between the steam blasts.

Tip

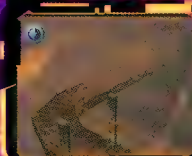
In this mode, you have to access your inventory by pressing **[O]**; you aren't in actual combat made at the moment. It's easy to forget in the heat of battle.



Duck beneath the spray.



Once the Muhlifain goes down, avoid the last few weapons bursts and jump over the Muhlifain to get around. Keep following the catwalk.



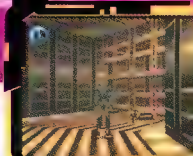
Enter the door at the end of the catwalk.



Destroy the sentry robots in the next corridor. Watch out for the Anklebreakers.



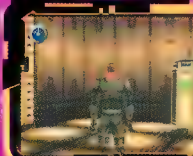
Go through the door at the end of the corridor and enter another room with a Pherkad. Destroy the Pherkad by outflanking it and attacking with Combos.



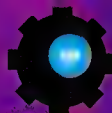
Keep the middle green-lit door to your right and enter the green-lit door on the wall ahead. Raid the two equipment vaults ahead and take the Defense and Offense Enhancers inside.



Return to the last room and enter the middle green-lit door on the left. Follow the corridor through another door. Take the two Life Chargers Medium in the equipment vaults on either side of the elevator.



Take the elevator down. Enter the Life Pod in front of you to save the game and restore your health.



Level 4-3



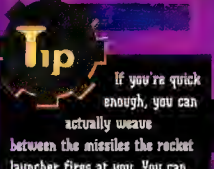
Go through the green-lit door on the right. Take on the Man in Black that charges at you. Use the strategy you've developed of staying close and pounding him every chance you get.



Go through the green-lit door at the other end of the corridor. When you see the railing up ahead, follow it around to the right.



Blast the rocket launcher at the other end of this path with the Defuser until it blows up. Empty the two equipment vaults and take the Speed Restorer and the Super Restorer inside.



Tip

If you're quick enough, you can actually weave between the missiles the rocket launcher fires at you. You can even shoot the missiles out of the air.



Walk to the other end of this railed section. Leap over the fire cannons and go toward the door at the end. These fire cannons spin around to follow you, so watch it.



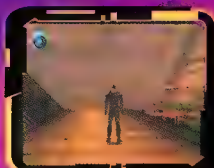
Fire the Defuser at the rocket launchers until they blow up. The crossfire they spew out makes this even harder.



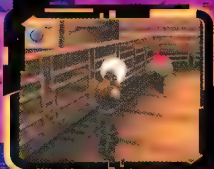
Getting desperate at this point? You can always jump between the rocket launchers and run through the green-lit door!



Blast the sentry robots in the next corridor.



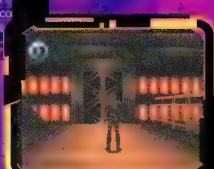
Go through the green-lit door in the back to find yourself on another railed area.



You've got to be quick on the trigger and possess deadly aim to blast the roving sentry robots in this area.



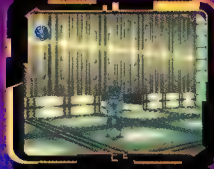
For now, ignore the door on the left that you approach; keep going.



Destroy the final sentry robot and go through the door at the end.



Blast the sentry robots in the next corridor and go on through the door ahead. Fight the Man in Black in the next room with your regular tactics.



This room has a security door as well as two small exits that lead to conveyor belts.

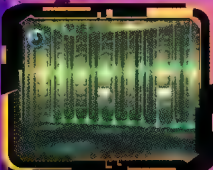


Take the conveyor belt to the right and ride it into the next room. Avoid the Anklebreakers and enter the other green-lit door in this room. Take out the Pherkad inside the next room but stay close to it because this one has shooting capabilities.

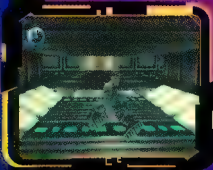


Your best strategy against this Pherkad is to stand to the side or behind it and hammer the Pherkad when it isn't looking.

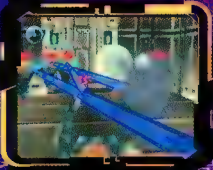
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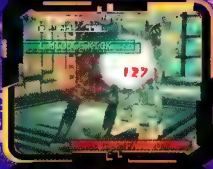
Enter the green-lit door to reach the next room with the green force field. Take the Life Charger Large from the equipment vault against the far wall. Return to the other room and take the conveyor belt out.



Ride the conveyor belt to the end. Go through the green-lit door in the next room, then get your Defuser up and start blasting the sentry robots on guard. It's a tense fight and there's no way out, so make sure your health is near full.



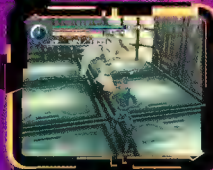
The presence of so many sentry robots makes you curious, doesn't it? Go take a peek behind the green-lit door they were guarding.



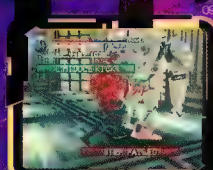
Take down the Pherkad in the next room, then go through the other green-lit door in this room.



Blast the sentry robots guarding the stairs and look out for the Anklebreakers as you walk down.



Destroy the Pherkad in the next room. Circle closely to it and wait for the power bar to fill for the Combo attack; this one loves its guns.



Attack the Pherkad from behind or from the side every chance you get.



Before you take the one-way trip on the conveyor belt here, try the door on the wall left of it. Inside is yet another force field, this time a red one, but it also has the green security lock. Blast the green security lock, then take the conveyor belt in the next room.



Blast the sentry robots guarding this area. Also take out the small sentry robot overhead. With its demise you gain a Life Charger Medium. Go through the green-lit door on the left.



Battle the Pherkad in this room and put it down. You've got the skills, just punch it out!



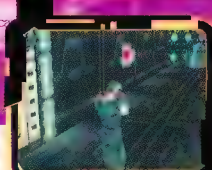
Go through the middle green-lit door in this room, just to the left of the one you entered. Blast the sentry robots in the corridor and go through the green-lit door at the end.



Take down the Pherkad in the next room.



Leave the room through the other green-lit door. The next room is a lab.



Turn left and blow up the red security lock. Use the Code Changer behind the red security lock to change the Code Key.



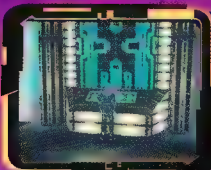
With a little maneuvering, you can step inside the circle pattern the Pherkad follows and just stand there. Lean into its left arm and kind of hang there. You will automatically face it while your power builds. Also, when the Pherkad gets ready to shoot, you can dodge to your left and it will miss you. This doesn't happen every time, but the percentages are with you.

When the Pherkad is punching, step right to avoid most of the hits. You'll be able to tell the difference between the coming punch or gunshot. If the Pherkad is close, it's going to be a punch or a kick. Knowing this saves you a lot of damage.

Tip

Tip

You can only use the conveyor belts that travel away from you. Don't try crawling against the conveyor belts coming toward you, it's a waste of time and energy.



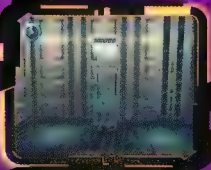
Approach the computer console and activate the programming.



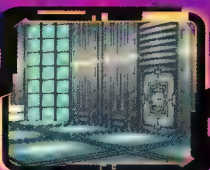
Leave through this room's other green-lit door. Take the two Life Chargers Medium from the equipment cases against the wall. Go through the door at the end.



In the next room, avoid the conveyor belt and take the other green-lit door out. This will bring you back through the rooms you've already been through in reverse order, but now you can get all the stuff that was protected by the force fields. Blast the sentry robots above the stairs before you start up. Fire on the Anklebreakers or leap over them to get back up the stairs.



Go through the next room, then blast every sentry robot in the room after that.



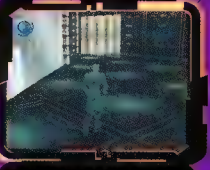
Take the conveyor belt in the next room. Go through the middle green-lit door there and raid the equipment cases that had been protected by a force field. You'll get an Ion Shot and a Flame Shot SP. Return to the last room and take the green-lit door on the right.



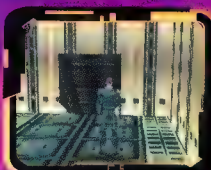
Avoid the Anklebreakers in the next room and ride the conveyor belt out. Ignore the conveyor belt across the room because it only takes you in a circle, where you've already been. Go through the security door on your right.

Tip

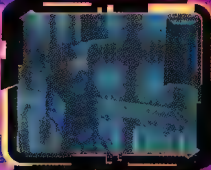
To activate the computer here, simply walk up to it. It's very important that you do this in order to initiate the sequences that will allow you to finish this level; it reverses all the conveyor belts.



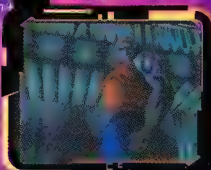
Go through the short corridor and the door at the end. The next room is a large lab that allows you to look out over the area where you found the last Code Changer.



Follow the corridor and locate the slide at the end of it. Go down the slide.



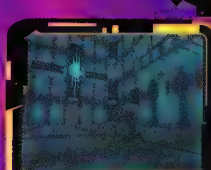
At the bottom of the slide, go through the green-lit door ahead. Go through the next corridor and green-lit door as well. The next room holds a lot of surprises.



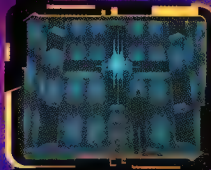
One of them is Diaz, returned to full strength.



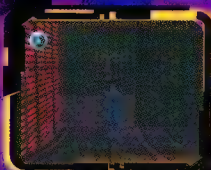
Diaz has nearly killed one of the aliens.



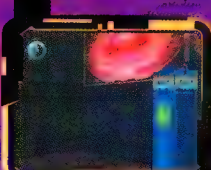
Thankfully, the alien isn't quite dead and you can talk to him. He tells you to continue looking for the Navigator, then dies.



Go through the door.



Follow the hallway ahead.



Use the Life Pod on the right to save your game and restore your health.

HYBRID HEAVEN

Level 5-1

Once you're out of the Life Pod, go to the elevator on the right. Take the elevator down.

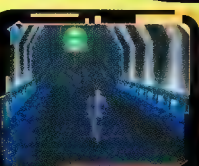
Open the two equipment vaults in this room and take the two Battle Chargers Medium. Go through the opening between the equipment vaults.

Drop down to the room below and look around. Sentry robots guard the ramp leading up. Open the two equipment vaults on the right to get two Life Chargers Medium. Blast the sentry robots and go up the ramp.

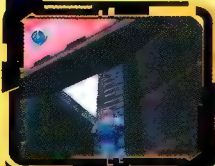
Walk through the next doorway and drop again. Blast the sentry robots guarding this ramp and go through the green-lit door at the end.

Go through the glass-walled corridor.

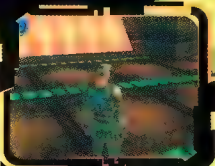
Walk across the catwalk, but don't fall off or you'll die.



Enter the door at the end.



Climb down the ladder inside this room. Walk between the bars to the door at the other end of the path.



In the holding area ahead, turn to the right and enter the first green-lit door on the right wall.



At first, this room looks empty. When you walk inside, bars close off the door behind you and a Gonaesa drops from the ceiling. By now you've had plenty of dealings with these things, so pound this one down quickly with Combos.



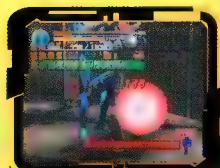


Cebalrai



If you're going to stay alive against this creature, stick with boxing attacks. Fend it off, then beat it down with Combos. Take advantage of how the Cebalrai tends to start and stop during its motion to build your power bar.

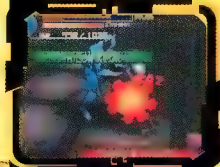
Use the Speed Drainer power-up against the Cebalrai. You should have a few of them, as they're really effective against the monster. However, you should be able to punch the Cebalrai out easily enough by sticking to the strategy in the previous paragraph.



A five-attack Combo puts a serious hurting on this Cebalrai.



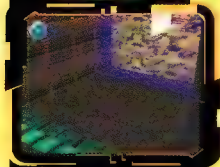
Enter through the next green-lit door on the right.



Once you unload a Combo on this opponent, back away and gather strength again. Then hit the creature again to destroy it permanently.



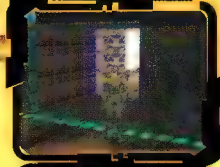
This room has a Naos in it. Remember to power-punch it to get the Life Chargers from it. Then blister it with Combos and wrestling moves.



The column at the back of the room turns again. Go over and drop another layer of the force field.



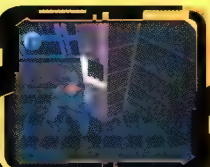
Operate the console at the back of the cell to drop another force field wall.



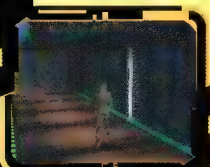
Return to the main corridor. The next exit on the right wall is where the force fields are dropping. You can't get through right now, so just keep going.



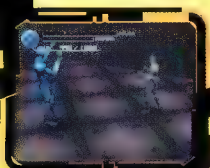
Leave the cell and go back to the corridor. Head to the right again and enter the next doorway there.



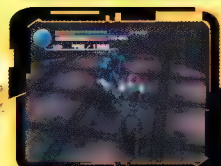
As soon as the Gomeisa's down, a column near the back wall turns. Walk over to it and operate the console inside. Watch the console as a force field in another area drops away.



Leave the cell and go back out into the corridor. Turn to the right again and enter through the next green-lit door on the right wall.



This cell holds a Cebalrai, the first you've faced so far.

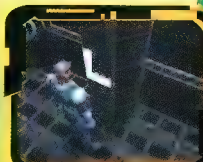


The Cebalrai is extremely fast, but you still have time to let your Combos build. It doesn't have any distance weapons, so back away then hammer it when you're at your peak.

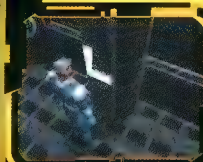


If you take the time to notice, the Cebalrai moves in a start-and-stop fashion. Do the same and your power bar will fill faster.

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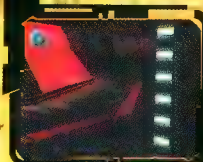
The Kitapha in this room is, just waiting for you. Take the battle to it. Again, stay back and let the Combos build to quickly dispose of the Kitapha.



Operate the console at the back of the cell to drop the last force field. Now go back to that area.



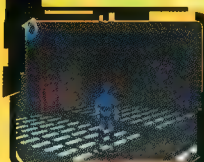
Take the elevator down.



Go through the door in front of you and turn right. We're going to sweep through the cells on this level now.



Enter the first door on the right.



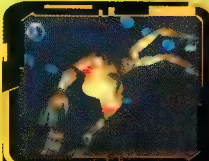
This room contains a Sargas in the corner. Step over to it to make it attack.

Sargas

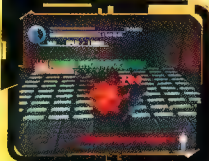


Sargas's strategy is consistent: It's a boxing tactic creature. Step in for a few quick punches or kicks, then drop back and circle the Sargas to build your power bar. The Sargas uses a Speed Enhancer first thing, which makes the monster considerably faster; counter with a power-up of your own if you're not successful with the initial attacks.

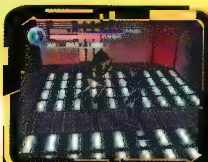
Punch or kick, then move. The Sargas circles and dances with you as long as you don't stand still. Build up the Combo power, then hammer the creature. The Sargas is a champion wrestler, so try to stay out of its grip.



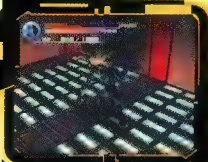
When you close in, the Sargas springs into action.



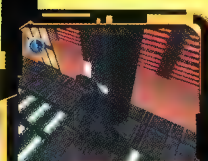
The Sargas uses a Speed Enhancer to boost its speed. If you have a Speed Enhancer in inventory, use yours to match your opponent. If you do not have one, kick back and let the Combos pull together, then attack the Sargas.



Even with the Sargas on a Speed Enhancer, you can easily sidestep it.



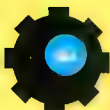
Step in and destroy the Sargas. Watch out: It can take a lot of damage.

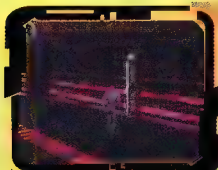
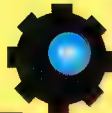


Operate the console at the back of the cell. One of the force fields at another corridor drops away.



Return to the main corridor and head right again. The next door on the right has a red light; you can't get into it. Keep going past the corridor with the force fields.





Enter the next green-lit door.



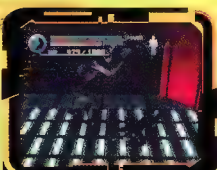
A Tegrine drops from the ceiling. Handle it by hanging back, building your Combos, then taking the fight to the monster. The Tegrine is really slow, so building Combos is no problem.

Tegrine



The main strategy with the Tegrine is to avoid getting hit. Keep a Life Charger handy and don't let your Health drop too much. Hang back and punch the creature; don't go toe-to-toe with it unless you've got a Combo. The Tegrine has the longest arms and reach of any Hybrid creature, which makes up for a lack of speed.

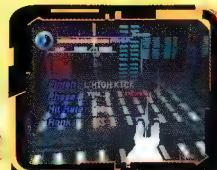
Circle the Tegrine. Your greater speed allows you to do that easily. If you can get it in a wrestling throw with Power built up, you can deal serious damage. Hit the Tegrine from behind while it tries to get up to increase that damage.



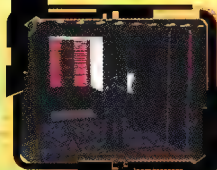
When the Tegrine hits you, you'll really feel it! Keep whacking on the Tegrine until it collapses.

Tip

No matter how much damage you sustain from the Tegrine, don't use a Life Charger. Your next destination is a Life Pod and there aren't any unwelcome beasts between you and it.



This console clears off the last of the force fields.

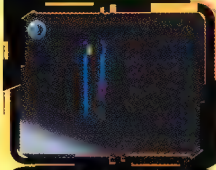


Return to the corridor and run back to the left to the elevator previously covered by the force fields. Go through and take the elevator down.

Life Charger
• Large
START Life Charger
Elevator X

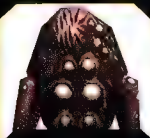


Walk through the green-lit door ahead and go out to the corridor. Turn right and use the Life Pod there to save the game and restore your health. Return to the corridor. Again, bear right.



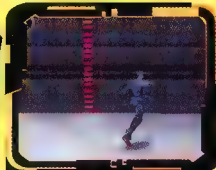
Enter the first green-lit door on the right.

Alkalurops



The most dangerous thing about the Alkalurops is its quick distance lunge. The Alkalurops can take away several feet of safe breathing space in a heartbeat, so keep an eye on it.

The best strategy here again is to back away and let the Combos build. The Alkalurops uses a Defense Enhancer right off the bat. Counter with a power-up for a faster win, or take a little longer and beat it to the ground.



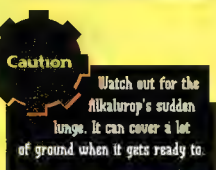
Explore every corner of this room to get the Alkalurops to drop. It's your first battle with it; just move back and keep the Combos building.



The Alkalurops uses a Defense Enhancer. Counter with a Defense Drainer or an Offense Enhancer, or just hang back and use the five-hit Combos.



When you get the chance, step in and hound the Alkalurops with Combos.



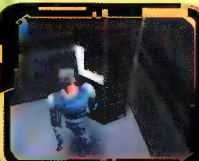
Caution

Watch out for the Alkalurops's sudden lunge. It can cover a lot of ground when it gets ready to.

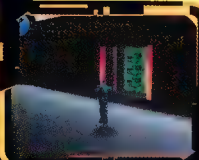
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Tip

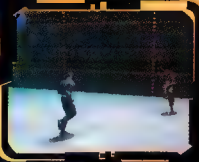
Remember that after the fight is over you can make a quick trip to the Life Pod before you take on your next opponent.



Use the console in the corner to drop one of the force fields.



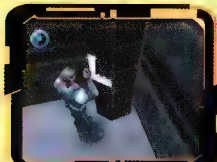
Return to the main corridor and head right. For now, pass the corridor with the force fields.



Enter through the next green-lit door on the right. Get ready to fight a Dubhe.



It's been awhile since you fought one of these creatures. Remember that the Dubhe spits poison. Stay close to it and use wrestling moves when you have the chance. If a Combo builds up while you're moving around, use it.

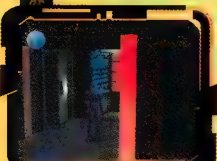


After you kill the Dubhe, use the console in the back of the cell to lower the final force field.



Go back out into the corridor and run to the hallway on the right, toward the doorway you used to first enter this level. Use the Life Pod beside the elevator where you came in.

Level 5-2



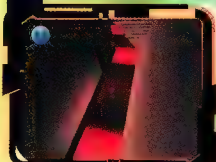
Leave the Life Pod and run to the opposite side of the room. Enter the corridor that was protected by the force fields. Take the elevator down.



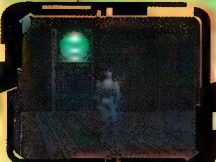
Go through the door ahead and turn right to empty the equipment vault in the corner. Add the Life Charger X to your inventory. A Life Charger Large is on the opposite wall.



Walk down the ramp ahead and slide to the bottom.



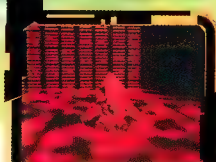
No time to worry about how you're going to get back—there's definitely no easy way.



Head right and enter the first door on the left. The door can be hard to see, but it's only a few steps ahead. Inside the next room are two green-lit doors. Enter the door on the left.



When you enter the room, the darkness seems all-consuming. Then flames roar into being . . .



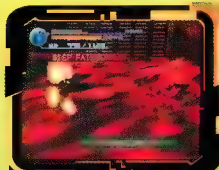
. . . and a fiery humanoid shape steps out of the flames!

Antares



Any creature with a distance weapon must be fought up close. Stay tight on the Antares and hammer it with Combos. If your inventory is packed with power-ups, consider using Offense or Defense Enhancers. A Speed Drainer would also come in handy, giving you just a little extra time to beat on the Antares. If you do decide to put distance between yourself and the Antares, make sure it's as much as a roomful of space. Don't even consider wrestling the Antares; when you make the effort, the Antares tail-smacks you for your trouble, adding insult to injury.





The coming fight can be terrible. Keep an eye on your health level; the Antares spits steam blasts that are deadly.



Step into the Antares and shake things up with a Combo if you have it.



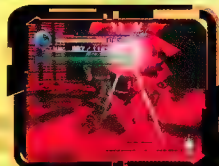
Punch the Antares every chance you get.



Keep your distance to let the Combos build up.

Tip

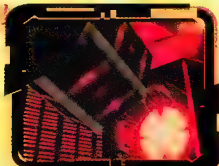
The Antares seems to miss the most when you step to the left during an attack. Use **[Z]** to move more quickly.



It feels good when you finally put him away!

Caution

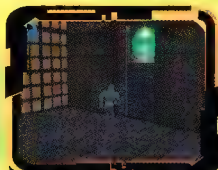
Wrestling is totally out of the question with the Antares. You can't get a grip and he tail-whacks you every time.



Notice the movement near the ceiling as a big lock disengages.

Tip

Thankfully, the Antares isn't exactly a marksman. If you're far enough away, it misses you often. The problem is you have to really move in order to get close again. Or you can get help from your inventory. Remember to save some of the Life Chargers and pistols for the final foes.



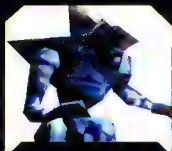
Back out to the hallway, and step through the other door.



Another creature takes shape in the flames.



In seconds, the Rigel stands ready before you.

Rigel


The Rigel has hurricane breath that does a lot of damage; stay close so the creature won't get the chance to use it often. If you get too close, the Rigel uses a force blow that does no damage but knocks you from your feet and leaves you temporarily vulnerable. Like the Antares, wrestling the Rigel is nearly impossible.

Stay close, take a little punishment if you can to buy time for the power bar to fill, then hammer the Combos home. Pull some distance between the Rigel and yourself to raise the power bar and still keep the Rigel within its punching and kicking range. If you get too far away, it uses its breath strike again.

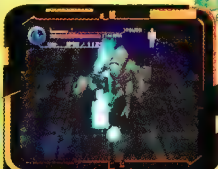


Like the Antares, the Rigel has a distance weapon.

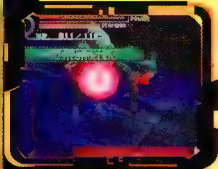


Close in and punch the Rigel when you get a Combo going.

HYBRID HEAVEN



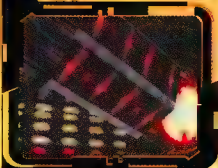
Watch out for the Rigel's arm sweep because it'll knock you off-balance. Get up as soon as possible because the Rigel breathes on you whenever it gets the chance.



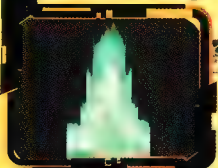
Keep hammering away at the Rigel.



Stay with the Rigel and your efforts will pay off.



Above you, the lock moves again.



Go through the green-lit door ahead. Another being takes shape in the flames.



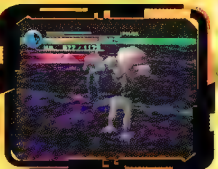
This is the Algol. Like the others, it's very dangerous.

Algol

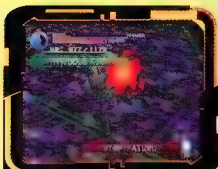


The strategy with the Algol is simple. Follow one cardinal rule: you can hit what you can't see! Circle the Algol and build up your power bar, then hammer the monster with everything you have until it collapses and stays down. Your best time to launch an attack is right after the Algol reappears.

The Guard option works extremely well on the Algol. Stand still and let it come after you. Guard against its moves while your power bar fills, then unleash all those stored Combos.



The Algol has the power to disappear. Stay moving and hit it when it comes close.



You don't have to see the Algol to hit it. If you know where the Algol is and you're within reach, attack and you'll still make contact.



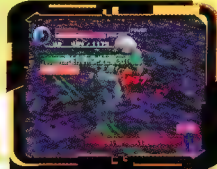
Once you start trusting your instincts, the Algol gets even easier to hit.



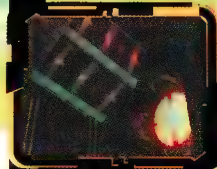
When you have the timing down, you can deliver three or four one-punch attacks—if you stay close enough—even without a Combo.



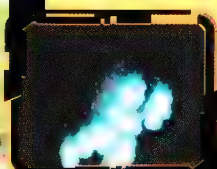
Once you start laying out one-punch attacks, using the Step Back option in the Combat menu makes the Algol's attack miss you. You can also move backward at a steady rate and stay away from it while your power bar builds.



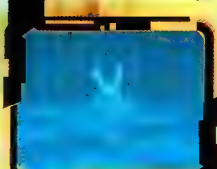
Hit the Algol with enough Combos and it will collapse.



When the battle's over, watch another section of the lock above open.



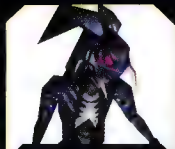
Go through the next door. One last opponent materializes in the mist.



Beware the Polaris.

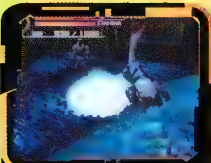


Polaris



Give yourself some room to work against the Polaris. Stay close so the breath weapon doesn't become a major factor in the battle.

Remember, if you stand close to the creature, its weapon won't work. Use a Speed Drainer, Offense Raiser, or Offense Drainer if necessary. If you move quickly and save up for those big Combos, you'll have the Polaris down soon enough.



The Polaris also has a breath weapon.



Use the Step ability on the Battle Menu to escape when the Polaris closes on you.



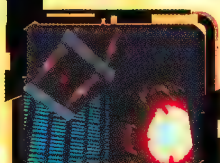
If the Polaris's breath hits you, you will temporarily freeze.



Pick your moment, set yourself, then take the fight to the Polaris.



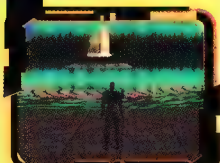
It seems like forever before the Polaris dies, but it finally does.



Overhead, the lock turns again.



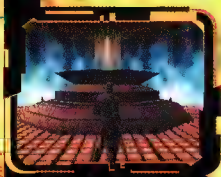
The central tower drops into the ground.



Turn toward the green force field.



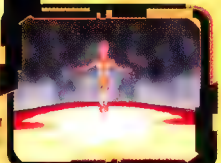
Walk around the green force field until you reach the door, then enter.



The Navigator appears in the flames.



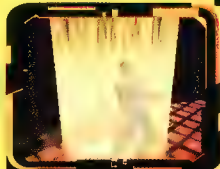
The Navigator tells you about the ship, and offers to move around with you to help.



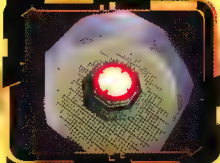
He tells you he must fuse with you in order to go.



The Navigator gathers his power.



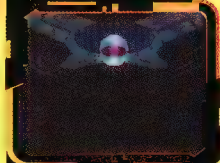
Then he blasts into you.



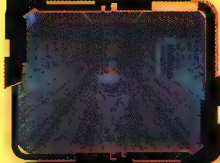
The Navigator causes a protective force field to encircle the platform you're standing on.



The platform is then propelled through the other levels above you.



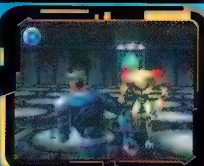
The platform docks in the center of the ship. Get off and follow the catwalk back to the interior of the ship.



Enter the Life Pod ahead and on the right to save the game and restore your Health.

HYBRID HEAVEN

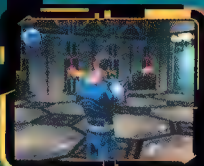
Level 6-1



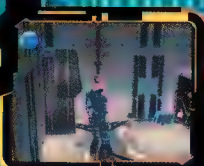
Once you step out of the Life Pod, turn right and go through the door at the end of this corridor. Fight the Sargas in this room.



Stay away from the Sargas and let the Combos build up, then whack him.



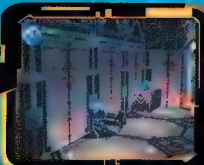
Exit this room through the other door. Fire cannons guard the doorway.



Turn left and blast the exploding crate to clear the way to the other door. Pick up the Life Charger Large but move quickly so you don't get hit by the fire cannon. Take the Stamina Charger Medium from the equipment case behind the fire cannon against the wall, and the other Life Charger Medium in the opposite corner of the room on the other side of this gate.

Tip

Usually the fire cannon won't touch you while you're opening the equipment vault. But get away quickly once you're done.



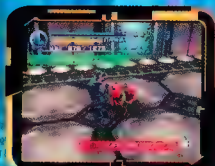
Walk to the door at the other end of this room and raid the equipment vault there for a Life Charger Medium. Then get out of the way quickly before the fire cannon hits you.



Enter the door with the yellow triangles over it, to the right of the one that you entered to get here.



Go through the next green-lit door and fight the Naos inside. Punch it hard to get the Life Chargers Small it carries.



Retrace your steps back to the room with the fire cannon. Drop down and crawl through the door there. Usually the fire cannon won't touch you.



As you go toward the next door, a Canopus drops from the ceiling.

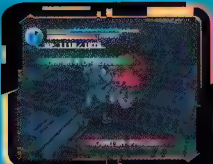
Tip

If you lost your edge with the Naos or got tagged a few times by the fire cannon, walk back to the hallway with the Life Pod and get charged up again. It's free for the moment.

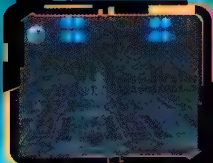


Canopus

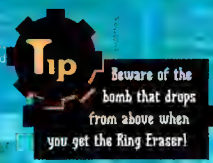
Big as the Canopus is, it's a boxer, and it uses a lot of the same techniques you've learned. Try to stay out of its reach until you build up a Combo, then hammer those blows home.



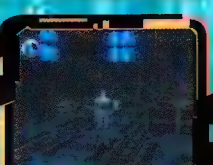
After the Canopus is down, go through the green-lit door at the other end of the room.



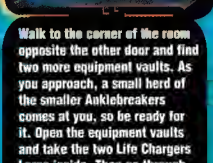
Avoid the Anklebreakers in the next room and get the Ring Eraser out of the equipment vault in front of you.



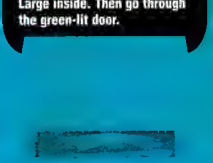
The Canopus is a fierce opponent if it gets hold of you. Move and strike quickly.



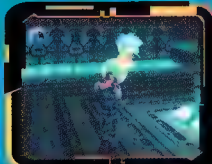
Back away in short steps and stay out of reach of the Canopus's sudden lunges.



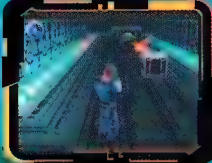
Walk to the corner of the room opposite the other door and find two more equipment vaults. As you approach, a small herd of the smaller Anklebreakers comes at you, so be ready for it. Open the equipment vaults and take the two Life Chargers Large inside. Then go through the green-lit door.



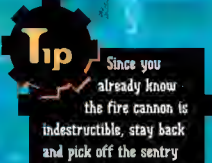
After your Combos build up, hammer the Canopus.



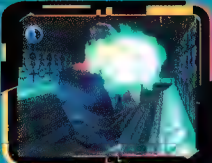
Blast the sentry robot ahead and follow the corridor around.



The corridor ahead is packed with sentry robots. Blast them and avoid the fire cannon. Run through the opening.



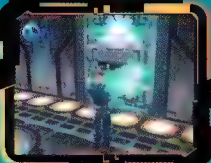
Tip Since you already know the fire cannon is indestructible, stay back and pick off the sentry robots in this area to cut down on the amount of risk you face.



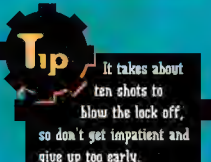
A sentry robot runs out at you from behind the crate. Blast it quickly, take the Stamina Charger Large it drops, and keep following the corridor. Enter the door at the end.



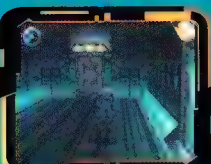
The next room holds an Alkaluropis. It moves fast and is quite dangerous, so build up your Combos and whack it quickly. Stay out of its reach while you let the power bar fill.



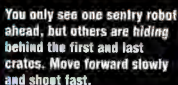
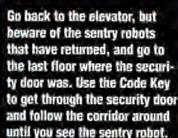
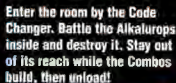
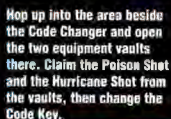
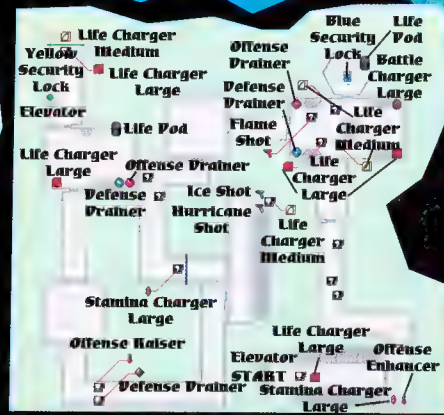
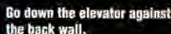
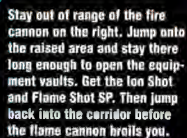
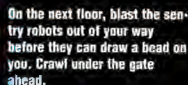
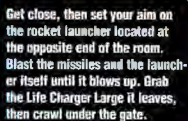
Shoot the green security lock off the other door in this room and go through.



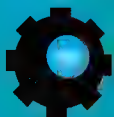
Tip It takes about ten shots to blow the lock off, so don't get impatient and give up too early.



In the next room, there's a security door on the right. You can't go there yet. Turn around and empty the two equipment vaults against the wall to the left. Take the Offense Enhancer and the Stamina Charger Large. Then go through the green-lit door opposite the one you entered.



Shoot the first sentry robot from the ground. For the next two hiding by the crates, climb up on the crates and point downward to take them out. Notice these sentry robots don't seem to be able to shoot up or down.

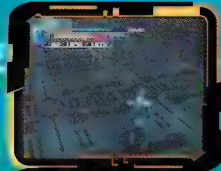


Go through the green-lit door ahead. Enter the next room and get ready to fight your first Cor Caroli.

Cor Caroli



Besides turning invisible, the Cor Caroli hits hard. It's fast and aggressive, and comes directly at you. Wait on it to come to you to take your best shots. Use a Speed Drainer against this creature. As a counter strategy, trust your instincts against the Cor Caroli. If you think it's in front of you when it's invisible, don't hesitate—punch! Even if you miss, you'll at least throw off the creature's own attack. Circle and move to build up Combos. Guard and counter when you can, and stay in its face. This is one opponent you should keep at a disadvantage by hammering from behind at every opportunity. Pile up enough damage, and this big monstrosity will hit the floor and stay there!



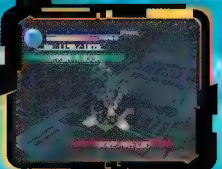
A Cor Caroli is deadly because it turns invisible.



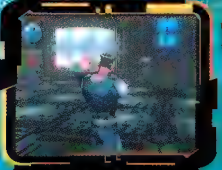
Even if you can't see them, trust your instincts and punch. Most of the time you'll know when Cor Carolis are near because of their timing. They don't disappear for extended periods.



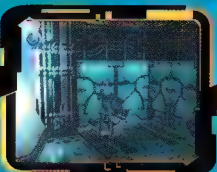
When a Cor Caroli lands one, you sustain serious damage, so keep moving.



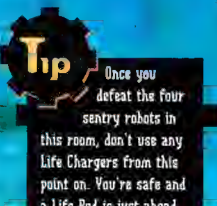
Keep working until it goes down.



Once you're on the other side of the door, immediately start shooting the sentry robots; there are plenty of them. Pick up the two Life Chargers Medium, Flame Shot, and Life Charger Large they drop.



Search the corners of the room and turn up a Defense Drainer, Offense Drainer, Life Charger Large, and Battle Charger Large in the equipment vaults there.



Tip Once you defeat the four sentry robots in this room, don't use any Life Chargers from this point on. You're safe and a Life Pod is just ahead.

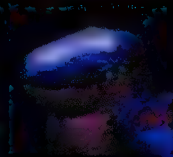


Enter the green-lit door opposite the door you entered through to get to this room. Use the Life Pod in this lab to restore your health and save the game.



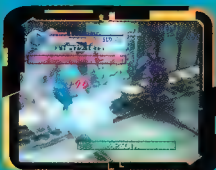
Leave the lab and go through the door on the right. Go through the next corridor and the door at the end. A Fomalhaut charges out of the shadows at you.

Fomalhaut

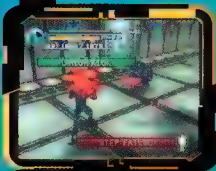


The ice-breath weapon is probably the Fomalhaut's greatest threat, but it's no slouch in the fighting arena either. It's quick and mean, and attacks aggressively.

The best strategy against the Fomalhaut is to continuously attack. Get in close and stay there to prevent the ice weapon from being used. Punch and kick to take most of its health away, but if you get a chance at a wrestling move, use it and quickly attack from behind.



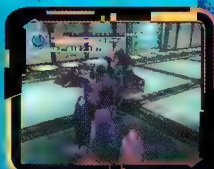
Beware of the Fomalhaut's ice-breath weapon! You must be prepared to dodge if you're going to get your power bar filled.



Hammer the Fomalhaut with your Combos.

Level 6-2

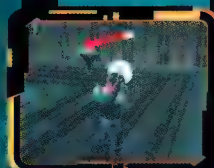
HYBRID HEAVEN



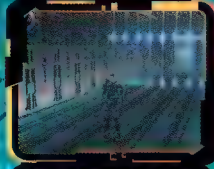
Don't forget to use your wrestling moves on this creature.



Set the Femalhaut up for the kill, then follow through.



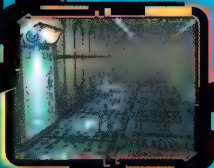
Go through the other door in this room. Turn right in the corridor outside and blast the sentry robot there. Continue following the corridor and blast the next sentry robot around the corner.



Blast the sentry robot in front of the blue force field and pick up the Life Charger X it leaves behind.



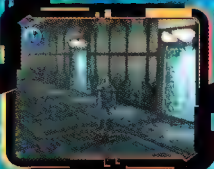
Return to the lab and shoot the blue security lock on the ceiling equipment. While you're here, use the Life Pod. Now go back to the area where the force field was located.



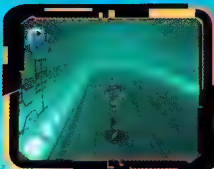
Go through the door at the end of the corridor. Turn left and walk to the end of the hallway.



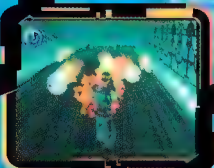
Destroy the rocket launcher on the raised area and take the Life Charger Medium it gives you. Then open the equipment vaults and take the Hurricane Shot and Ice Shot SP inside.



Return to the hallway and walk toward the end you haven't been to yet. Enter the second door on the right.



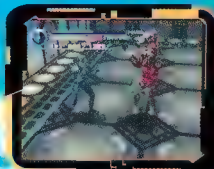
On the other side of the door, the corridor leads left. Follow it.



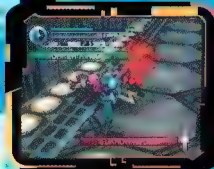
Blast the two rocket launchers ahead. Remember that you can shoot the rockets, too. When both are destroyed, grab the Defense Enhancer and Offense Enhancer they leave behind.



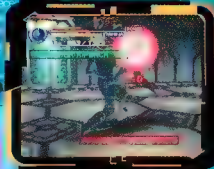
Tip Destroying these two rocket launchers is hard work. They have overlapping fields of fire and protect each other. Walk to one side of the hallway or the other, then concentrate on the rocket launcher on that side until it's blown. You can drop to the floor to duck the missiles, but you'll have similar results and save time by shooting the missiles out of the air.



Enter the door at the end of the corridor and put up your dukes for the Muphrid that's waiting on you.



This creature is hard to wrestle in the beginning because it's so strong. Whack it around first with some punches and kicks.

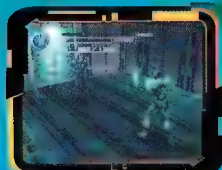


Letting the power bar build by running is almost a complete waste of energy. The Muphrid follows as fast as you move. Stay in a boxing frame of mind and pile the punches in.



The Muphrid will go down.

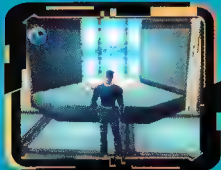




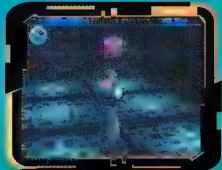
When you walk through the room's only other door, you're immediately confronted by a Beld.



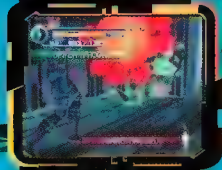
You can do anything you want to the Beld. You just have to be quick.



Take the elevator on the left and go up.



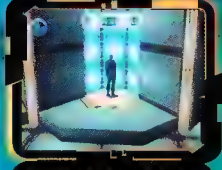
Blast the pink security lock on the wall.



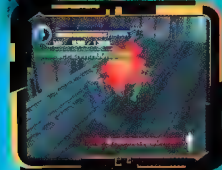
This creature is extremely quick. Punch your way into some maneuvering room.



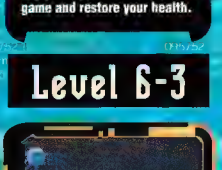
The door at the end of the corridor leads to another lab. Use the Life Pod to the right of the big glass area to save your game and restore your health.



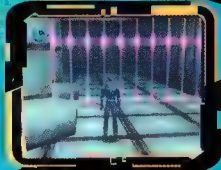
Leave the room and go back to the elevators. The pink force field is gone now so you can take the second elevator up.



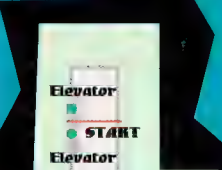
The Beld gives ground and circles like a boxer, so stay in close and pound him when the power bar fills. Don't worry much about getting Combos.



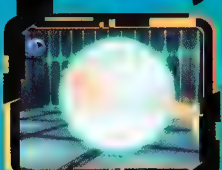
Outside the Life Pod, search the corners of the room and find three equipment vaults containing an Offense Drainer, a Defense Drainer, and a Life Charger Large. Leave through this room's other door.



A pink force field guards another elevator to your left. Leave through the door on the right.



Don't give up on the occasional wrestling move, though.



Destroy the rocket launcher in the next room. Take the Life Charger Large it leaves. Then notice the yellow security lock behind the green force field.



Search the corners of the room here to find three equipment vaults with a Life Charger Large, a Stamina Booster, and a Battle Charger Medium.



On the next floor, an orange force field guards another elevator. Turn right and go through the door.

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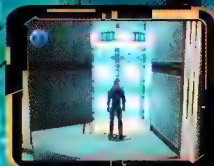
Once you're in the next room and closing in on the orange security lock, a Cor Caroli drops from the ceiling.



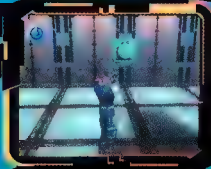
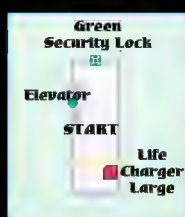
Set yourself up and defeat the Cor Caroli the same way you did last time. Lots of punches, kicks, and Combos. When the Cor Caroli is down, shoot the orange security lock and ignore the door beside it because you'll have to get your Code Key changed first.

Tip

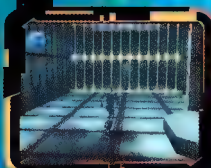
Always pressure the Cor Caroli here because it will hang back and build up Combos as well. You can usually dodge the Cor Caroli by simply stepping backward.



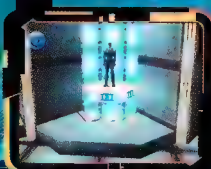
Return to the elevators. Take the second elevator on the left and go up.



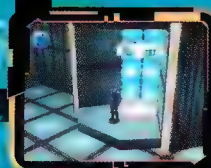
Destroy the green security lock on the wall here.



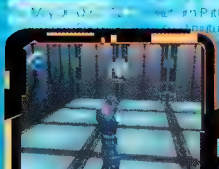
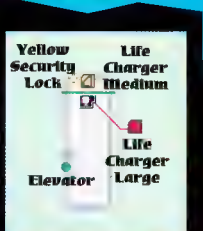
Turn around and spot the yellow force field to the right. Take the elevator back down.



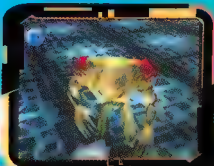
Enter the elevator beside this one.



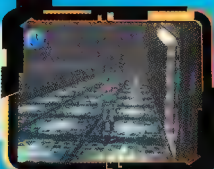
Switch elevators on the next floor and go down again.



Now that you're back on the level with the yellow security lock, walk over and blast it off the wall. Get a Life Charger Medium from the equipment vault near the lock you just blasted and hit the Life Pod in the other room if you need it.



Take the three elevators back up. Raid the equipment vault on the left wall to get a Life Charger Large. Go through the door in the back. A Sargas attacks in the next room. Stay away from it and let the Combos build up, then beat it down.

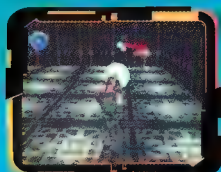


Leave through the other door in this room, then go through the short corridor and the door that follows. In the next room where the railing is, avoid the Anklebreakers and head right.

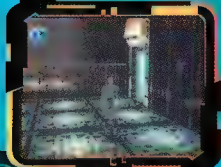




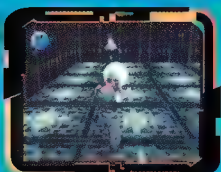
Level 6-4



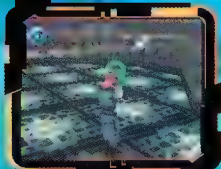
Blast the sentry robots. Follow the railing around.



Shoot down the other sentry robot guarding the door ahead on the right. Go inside.



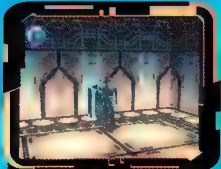
Leave this room and walk around the railing. Beware, because the sentry robots you destroyed earlier are back. Ignore the door you came through for now and walk to the other side of the railing here. Shoot the sentry robot on guard ahead.



Blast the sentry robot guarding the door, then enter through the door.



First, use the Life Pod on the left to save the game and restore your health.



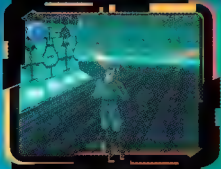
Use the Code Changer on the other side of the room to change the Code Key. Return to the door that let you out here and go through.



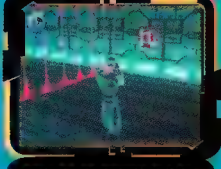
Go through the lab and take the door on the right to return to the elevator. Take the elevator down.



Enter the door at the end of this room and head left to return to the security door. Open the door and go through.



Follow the corridor ahead, then blast the sentry robots clear while dodging the Anklebreakers. Pick up the Life Charger Medium the large sentry robot leaves.



Blast the red security lock to get rid of the red force field. Keep going along the corridor.

Tip

If you're barely making it now and don't want to risk it, skip this room. But if you're feeling confident that you can battle your way to another power-up, go for it. It's a Maos, so you can power-punch your way into some Life Chargers Small if you need them.



Walk into the center of this room and fight the Maos that drops from the ceiling. Power-punch the creature to get it to drop the Life Chargers Small it carries.

Elevator
START
Elevator

Orange
Security
Lock

Life
Charger
Medium

Elevator
EXIT

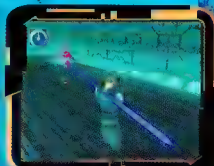
Battle
Charger X

Expanding
Crate
Code
Changer

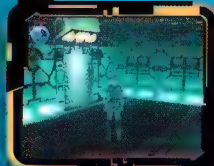
Life
Pod
Life
Charger
Medium
Life
Charger
Large

Life
Charger
Medium

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Be on the alert for sentry robots. When you blast them, don't forget the Life Chargers Medium they drop.



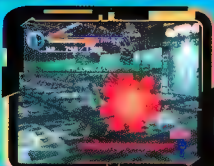
Enter the door at the end of the corridor.



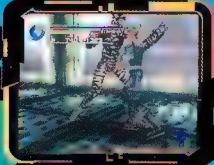
While you're looking around the new lab, a Canopus charges you.



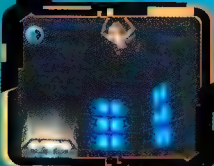
The Canopus has a boxer's mentality. Just back away slowly and let the power bar fill. Then pounce on it with the Combos to quickly decimate it.



Always let the Canopus come to you, then attack.



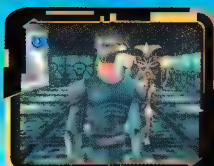
Move in and put the Canopus away after a couple Combos.



Exit through the door at the end of the room. Pass through the next short corridor but look out for the Alkalurups hanging from the ceiling.



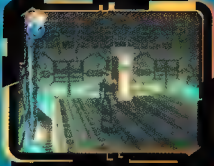
Box the Alkalurups and throw in a couple wrestling moves to put it away quickly. Head for the door when you're finished.



Attack and kill the Cor Caroli in the next room with the same boxing skills you've been honing through these last combat sessions. The Cor Caroli only looks fierce with all the experience you've gotten lately.



Don't forget that you can attack the Cor Caroli even when it's invisible.



When the Cor Caroli is down, go through the door it was guarding. Use the Life Pod on the left to save the game and restore your health.



Take the Life Charger Large and Life Charger Medium from the equipment vaults to the left of the door ahead, then go through the door.



Prepare for the Beid that attacks when you enter the next room. Use your boxing tactics and Combos to push it around.



Once you have the Beid softened up, throw in a wrestling move to keep it hurting.



After the Beid is down, leave through the door to the left of the one you entered. The next room holds a Gacru that doesn't wake until you're almost on top of it. Too bad you have to be almost on top of it to get to the door!



Though the Gacru is ugly, it's a great fighter.

Level 6-5



Gacrux



The Gacrux is aggressive and seemingly fearless. It gives you a hard stare, then goes straight for the jugular. Once you start getting the upper hand, the Gacrux unleashes a breath weapon that knocks you down.

Don't attempt to wrestle the Gacrux; it can counter almost everything you throw at it. And don't be aggressive against the Gacrux. Instead, let it come to you and pound it when you have a full power bar. Circle and give ground in front of the Gacrux to give yourself time to build up Combos. Use the Combos to beat the Gacrux back and attack from behind to get the extra damage awarded.



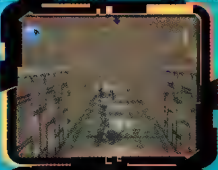
Wait on the Gacrux and set it up for your Combos when it comes running back at you.



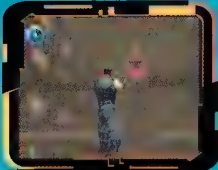
Wrestling moves aren't effective against the Gacrux. And when you start seriously wounding the Gacrux, it unleashes a breath weapon when you least expect it.



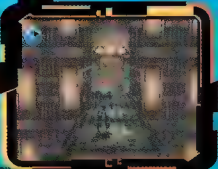
To put the Gacrux down, it's best to meet it head-on and wait rather than moving toward it.



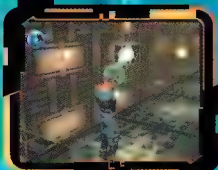
Go through the door the Gacrux was guarding and out onto the catwalk beyond.



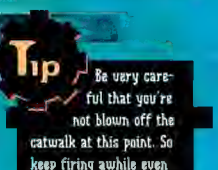
Shoot the exploding crate overhead.



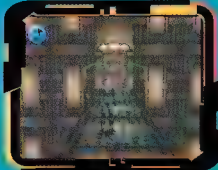
Blast the rocket launcher that drops down with the exploding crate and equipment vault. Raid the equipment vault to get the Life Charger Medium.



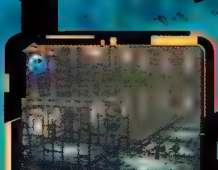
Advance, then blast the exploding crate under the rocket launcher that suddenly starts firing at you. You can also use the railings as shields; rockets can't fly through a railing.



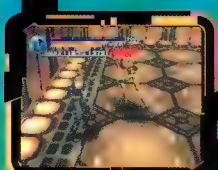
Tip Be very careful that you're not blown off the catwalk at this point. So keep firing awhile even after the rocket launcher has dropped to make sure you get every rocket.



Walk to the opposite end of the catwalk to discover the security door there. Turn around and walk back to the intersection.



At the intersection, turn left and follow the catwalk to the door.



After going through the door, a Sargos jumps out at you. Box him and put him away with Combos.



Leave this room and go to the door on the opposite end of the catwalk.



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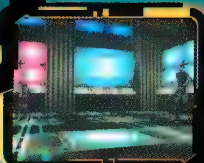
Level 6-6



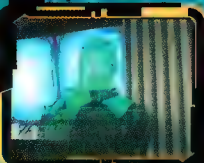
Inside the next room, turn left and use the Code Changer there. Now return to the security door and go through.



You managed to sneak up on Dr. Bross. He's panicking because there are systems failures going on all through-out the spacecraft.



Dr. Bross quickly catches on that you're there.



Jerry Silver puts in an appearance through hologprojection.



Dr. Bross decides to experiment with you.



Dr. Bross lets the Man in Black slow you down.



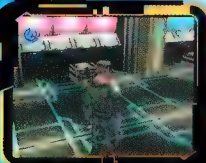
Stay close to a Man in Black and punch every time you're able.



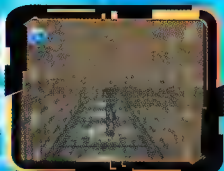
If you get a chance for a clear wrestling hold, go for that too.



After the Man in Black falls, go after Bross. Take the elevator in the next room.



Go through the door ahead. Empty the two equipment vaults beside the Life Pod on the left. Take the Life Charger Large and the Life Charger X, then step into the Life Pod to save the game and restore your health.

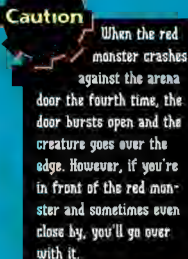
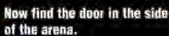
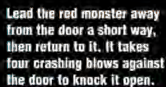
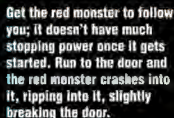
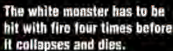
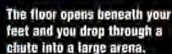
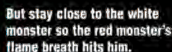
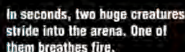


Walk through the door on the left and follow the catwalk.

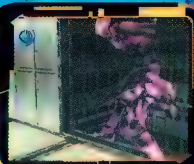


Enter through the door ahead and find Dr. Bross waiting on you.

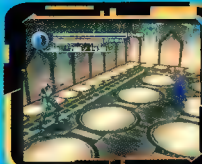




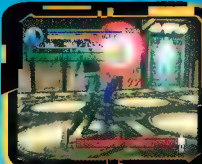
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Hit the wall beside the door at an angle the fourth time the red monster crashes into the door so you won't go over with the creature.



Dr. Bross is ahead and waiting on you.



Nag in there and punch Dr. Bross when the power bar has a good charge on it.



Go through the door at the end of the corridor, then find the tunnel on the left wall of the next hallway. Follow the tunnel.

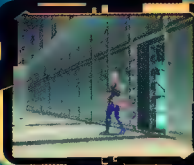
Tip

Try this: Place yourself in front of the doors at a run with the red monster hot on your heels, then veer off to the sidewall at the last minute.

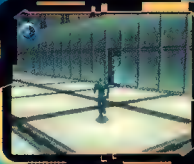
Dr. Bross



Fast and lethal, Bross is not someone to mess around with. He'll kill you in an instant if he gets the opportunity. Your job is to not give him that opportunity. Fight him like a boxer, not concentrating on wrestling moves because he can turn those against you. Circle and jab, letting the power bar refill as quickly as it can. This is also the first opponent that you should definitely use power-ups against.



Dr. Bross is totally stunned and leaves as fast as he can.



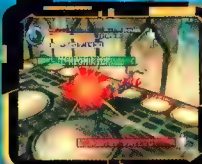
Chase after Dr. Bross.



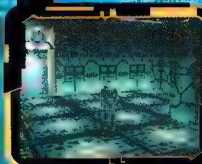
Make sure your health is powered up because Dr. Bross can take a chunk of it away. You have to stay in close to keep him from shooting at a distance.



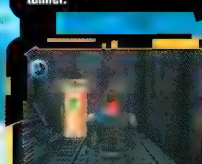
Use wrestling moves against the evil doctor as well.



It takes a lot of work and a lot of power-ups to put Dr. Bross down. Stay after him and use some of that arsenal of power-ups you've been saving. Dr. Bross is one of the reasons you've been sparing with those inventory items.

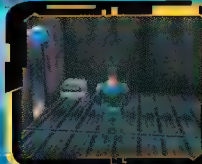


Leave this room and walk down the corridor. Pass three red-lit doors and find a green-lit one around the corner.



Enter the narrow door and use the Life Pod ahead to restore your health and save the game.

Level 6-7



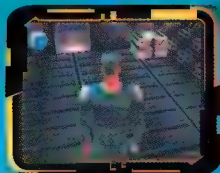
Leave the Life Pod and turn left. Empty the two equipment vaults there of a Battle Charger Medium and a Super Restorer. Walk through the narrow door to the left.



Crawl up on the crates to get the equipment vault up there. Take the Super Restorer.

Tip

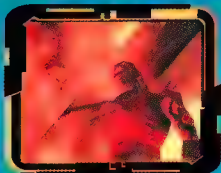
Staying close and avoiding the gun weapons is one of the secrets to defeating all of the difficult bosses in this game.



Walk through the door on the right. Cross the next room and walk through the door there. In the next room, raid the equipment vault ahead and take the Life Charger Large. Go through the door on the left.



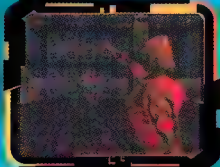
Diaz shows up and plans to take revenge.



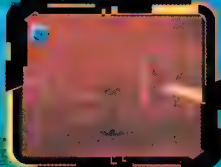
Diaz rises from the flames to make a final threat to kill you.



When you return to the room where you left the president, a girl is waiting.



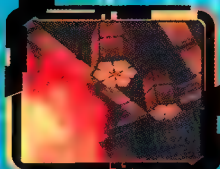
Just as Diaz starts to shoot you—



Walk forward into the next room and use the Life Pod on the right to save the game and restore your health.



Her name is Anna Moody. She tells you a story, and wastes no time in betraying you!

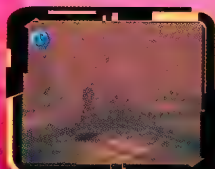


—the ceiling falls and a huge fire starts!



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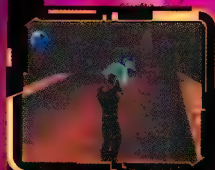
Level 7-1



Outside the Life Pod, stay to the right and avoid the Anklebreakers.



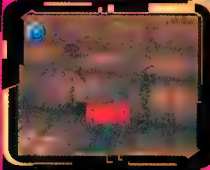
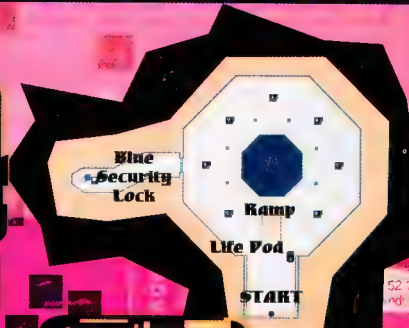
Exit this room through the doors in the back.



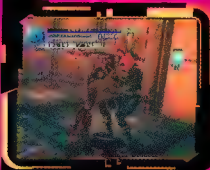
Follow the corridor and destroy the rocket launcher ahead. Blow up the blue security lock behind the rocket launcher.



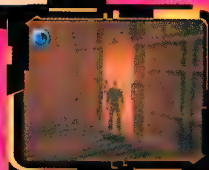
Return to the room with the Life Pod, save the game, and restore your health. Then go down the ramp that was guarded by the blue force field.



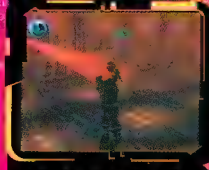
At the bottom of the ramp, turn left and enter the first green-lit door you came to. Fight the Dubhe inside using boxing tactics and stay close so it doesn't poison you.



Don't forget to use the wrestling moves you've learned.



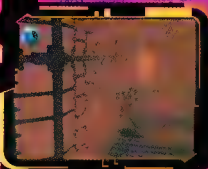
Leave this room and turn right to enter the last green-lit door on this level.



Enter the room and blast the sentry robots. Raid the two equipment vaults and get the two Life Chargers Large. Go down the ladder.



Power punch the Moas in the room below to collect the Life Chargers Small it carries. Gather the power-ups it dropped and leave the room through the green-lit door.



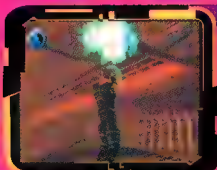
Follow the catwalk right to the next green-lit door.



Blast the cluster of sentry robots on the catwalk on the other side of the door. Gather the four Life Chargers Large they drop.

Tip

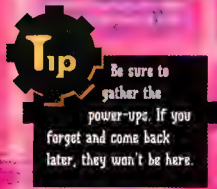
You don't have to fight the Dubhe to finish the game, but it does give you a power-up if you defeat it quickly enough. And the Life Pod is right there to easily restore any lost health. It's a good decision at this point.



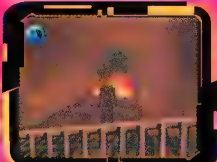
The fifth sentry robot can be hard to get. Aim up and step back until you get the sentry robot in your sights. Blast it and leap up onto the catwalk there to collect the Life Charger Large. Drop back to the first catwalk. You'll come along this upper catwalk later.



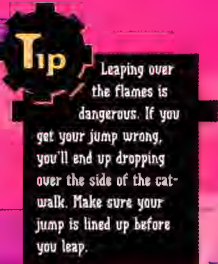
Tip Catching hold of the upper catwalk can be tricky. Stand in front of it when you leap, and you'll catch it every time.



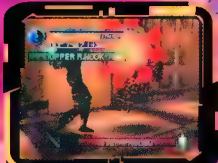
Tip Be sure to gather the power-ups. If you forget and come back later, they won't be here.



Double back on the lower catwalk and take the right turn at the T-intersection. Leap over the flames to reach the green-lit door at the end of this catwalk.



Tip Leaping over the flames is dangerous. If you get your jump wrong, you'll end up dropping over the side of the catwalk. Make sure your jump is lined up before you leap.



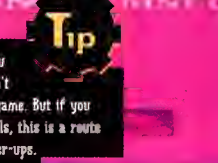
Go through the door and fight the Canopus inside the room. It regenerates, so if you can fight it well, come back and exhaust the power-ups it gives away for a battle well fought.



Use your boxing tactics to avoid the Canopus and wear it down.

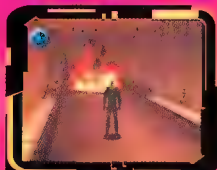


Unload Combos on the Canopus to wipe it out.

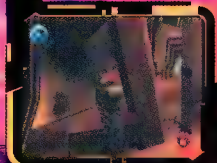


Tip

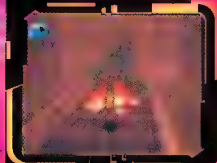
If you're running low on life, you can skip this whole trip; you don't need to go this way to beat the game. But if you have mastered your fighting skills, this is a route guaranteed to get you some power-ups.



Leave through the room's other door and go up the ramp that leads to the fire.



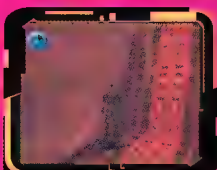
Walk to the right of the fire and go through. Shoot the sentry robot and take the Battle Charger X it leaves.



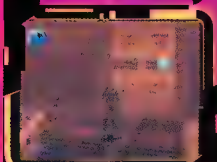
Return to the catwalk outside the room where the Canopus was. Leap over the flames again.



Turn left and destroy the sentry robots that replaced the last ones you encountered here. Leap to the catwalk above and pull yourself up.



Follow the catwalk to the end. Look up and left to see three more sentry robots hanging in the air. Take aim and blast them. They'll let go of two Life Chargers Large and an Ion Shot. Drop onto the catwalk below and pick up the three power-ups.



Go up the catwalk here to the door at the end and go through.

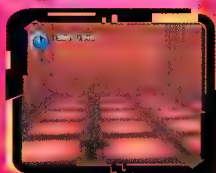


Turn and face the Gacru to the right. This is a regenerating creature as well, so if you fight well against it, stick around and clean up on the extra power-ups you get from skilled wins.



Remember that the Gacru is a fast mover and make allowances for it. Save up your energy and pound him with boxing and Combos. Counter blows work well in times when you can't step back.

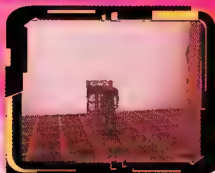
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Leave through this room's other green-lit door. Follow the ramp up and turn right at the corner. Look out for the rocket launcher hidden in the next hallway.



Cross the catwalk. Use the Life Pod ahead and on the right to save the game and restore health.



Walk to the computer console and operate it to open one of the large warehouse doors in the big room outside.



Keep blasting the Skater and it blows up.

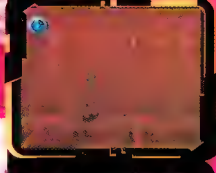
Level 7-2



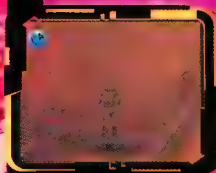
Outside of the Life Pod, turn left and enter the door beside the railing where you came through. A security door lies at the end of this water-filled corridor. Turn around and go back out.



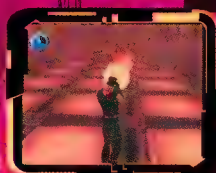
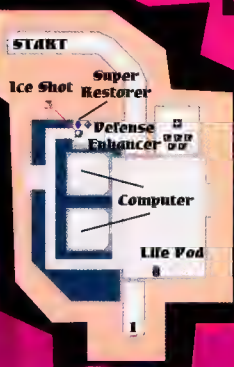
Turn left outside the door and head down the catwalk to the next door at that end. Notice the Skater that's running wild out in the big room now too. That's going to be a lot of fun!



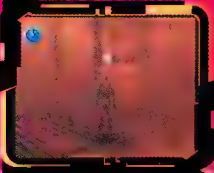
Cross the room and enter the warehouse opening directly ahead. Ignore the room on the left.



Turn right and go down the ramp. Go through the door at the end.



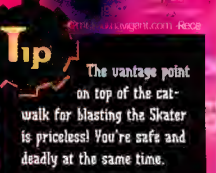
Blast the rocket launcher, then empty the two equipment vaults against the right wall in front of the catwalk. Take the Defense Enhancer and the Super Restorer from the vaults, then grab the Ion Shot left by the rocket launcher.



Walk outside and climb the ledge to the left. Enter the door there.

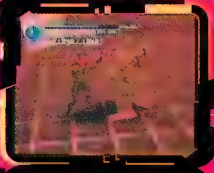


Operate the console in this room to open another warehouse door. Now it's time to return to the big room and start dealing.

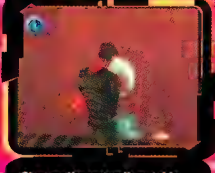


Tip

The vantage point on top of the catwalk for blasting the Skater is priceless! You're safe and deadly at the same time.



Battle the Pherokid inside. Beat it down with the boxing moves and Combos you've perfected.



Stay on the catwalk outside and blast the Skater every time it comes close.

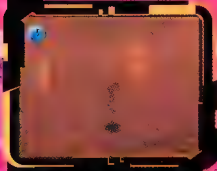




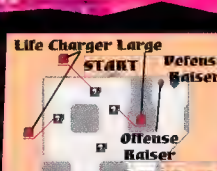
Don't forget the counter moves available to you if the Beid puts you on the ground.



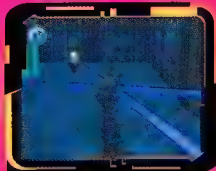
Go through the other door in this room. Use the Code Changer you find in this room, then empty the equipment cases of the Ice Shot SP and the Hurricane Shot SP. Return to the warehouse where you went down the ramp.



Cross the big room again and enter the door by the Life Pod. This is where you found the security door in the water earlier.



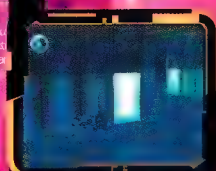
Life Charger Large
START
Defense Raiser
Offense Raiser
Stamina Charger
Medium
Life charger X



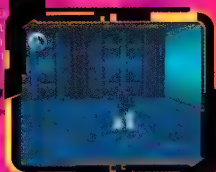
Blast the sentry robots ahead. Gather the Life Chargers Large and Life Chargers X they drop.



Follow the wall around to the right and keep blasting sentry robots.



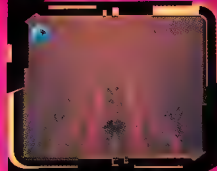
Locate the equipment vault at the other end of the room and take the Speed Raiser.



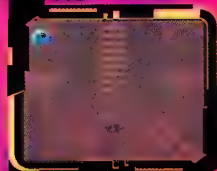
Stick to following the right wall and it leads you to two more equipment vaults against the same wall where you find a door. Take the Defense Raiser and Defense Raiser inside this room.



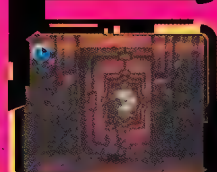
Stay near the right wall and move forward. The wall leads you to the door. Exit and go back to the warehouse area with the two ramps. There's still one that hasn't been explored.



Turn left to go up the other ramp.

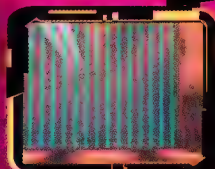
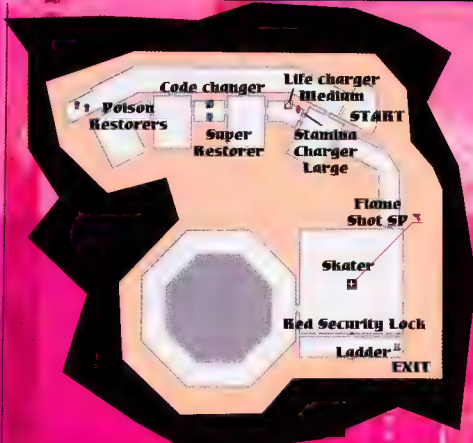


Go up the ladder at the end.



Enter the security door in the upper room.

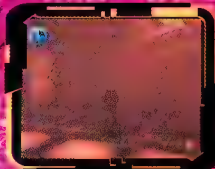
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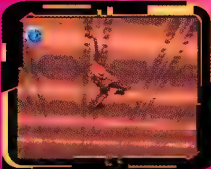
Go to the green force shield on the right and use the glowing button to go through.

Tip

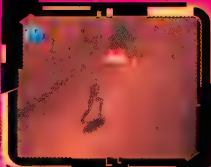
Simply walk up to the green glowing button to disable the force shield here.



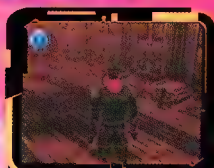
Enter the corridor behind the green force shield and walk into the green-lit door on the left.



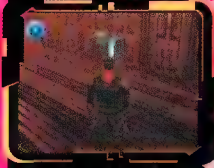
Inside the room, an Alkaluraps drops from the ceiling. Use the boxing skills and Combos to put it down. It uses a Defense Enhancer immediately.



After the Alkaluraps is finished, go through the door on the left of the original door you entered. Follow the ramp up to another security door. You can't get through this door yet. Return to the Alkaluraps's room and go through the door on the opposite wall. In the short corridor ahead, empty the two equipment vaults and take the Stamina Charger Large and Life Charger Medium they contain.



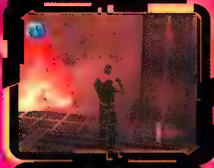
In the next room, the green-lit door on the right leads to the outer corridor. Go through the green-lit door on the opposite wall.



The next room holds a Code Changer and an equipment vault. Change the Code Key and take the Super Restorer.



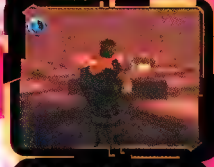
The room after this one contains a Sargas. Take it down quickly. Then go through the green-lit door on the other side of the room.



The adjoining room is empty. Take the green-lit door out to the main corridor. Turn left and follow the hallway. Stay to the right of the fire at the end of the corridor. Empty the two equipment vaults to get the two Poison Restorers inside.



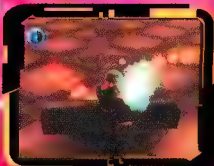
Go back to the corridor and go down to the fourth door on the right.



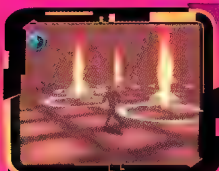
Once you're inside the room, go through the door on the left and follow the ramp up to the security door. This room has a Skater that's very hard to kill. Use the blocks on the ground as cover, and move very, very fast!

Tip

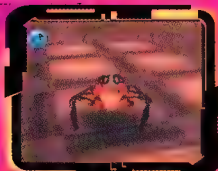
The objective in this room is to blow the red security lock on the door. If you have trouble destroying the Skater, use the time it floats in the air to blast the red security lock. Once the lock is gone, you can go through the door. You don't have to destroy the Skater to win the game.



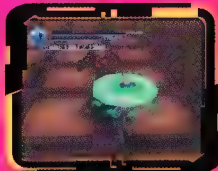
Stand behind the blocks and blast the Skater.



Avoid the grenades the Skater throws.



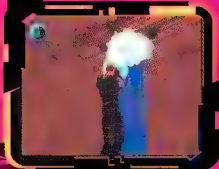
Walk into the next hallway. You can't enter the security door on the other side yet. Turn left and fight the Zosma that drops from the ceiling.



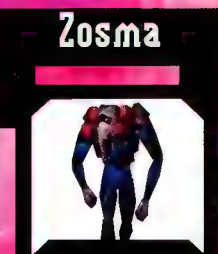
If you get poisoned, use a Poison Restorer from the inventory.



Use wrestling moves to put the Zosma away.



Shoot the Skater while it's in the air but avoid the blue beam coming from the Skater.



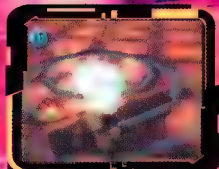
Besides being incredibly quick, the Zosma possesses a poison breath weapon. Your best strategy against the Zosma is to stay close and only try to build up a double-Combo. The Zosma's weakness seems to be for wrestling holds. Use the first part of the Combo to throw the Zosma to the ground, then step in behind it and clobber it from behind to do extra damage. Back away and start building toward a two-hit Combo to do it all over again.

Tip Wrestling moves are the best way to fight the Zosma. It dodges punches fairly quickly, but if you make sure your power is built up before you grapple it, you can deal out some serious damage on a throw.



Keep wrestling the Zosma every time it gets close and your power is built up.

Tip Listen to the different sounds the Skater makes. When you lose sight of it, those sounds tell you what to expect.



Keep up the constant barrage and you'll destroy the Skater. Pick up the Life Charger Large it drops.



Watch out for the Zosma's poison breath.



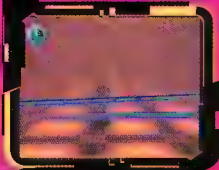
Go to the red locked security door and blow the lock off with the Defuser. It takes nearly a dozen shots to blow it up.



Stay in close and keep moving to build up power and Combos. Then hammer the Zosma.



The Zosma puts a serious hurting on you when it has the chance.

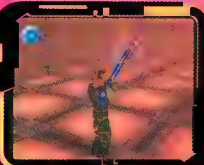


Climb the ladder at the end of the hallway. Walk to the other end of the corridor to use the Life Pod there.

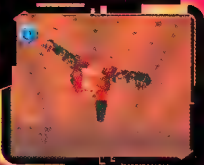


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Level 7-3



Leave the Life Pod and return to the corridor on the right. Stop around the corner and blast the sentry robot.



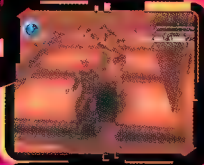
Enter this corridor and go into the first green-lit door on the right. This room has another Zosma. Beat it down the same way you did the last one. This Zosma isn't as hard to fight as the one downstairs.

Tip

The rooms in this corridor offer lots of opportunity to gather more power-ups. Don't forget that you just saved your game, so there's little at risk. And if you need to restore your life after every fight, do it. The Life Pod is right here and it's free!



Go back out into the corridor. Turn right and enter the next green-lit door. Fight the Canopus in this room and put it down fast enough to earn another power-up.



Return to the hallway and enter the green-lit door on the opposite wall. Fight the Mebsuta in this room for another power-up.

Mebsuta



One thing to definitely avoid is going toe-to-toe with this creature. The Mebsuta packs a punch that packs your lunch.

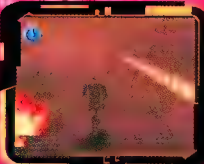
Stay back from the Mebsuta and concentrate on boxing. Wrestling will simply get you into trouble time after time. Build up two- or three-hit Combs and beat the Mebsuta to the ground. Patience is the key here, and don't go after the Mebsuta—it's come to you!



Only one green-lit door is left out in the corridor. Go to it. Watch out for the sentry robot that has returned. Use the Code Changer in this room, then open the four equipment vaults to get the Life Charger X, Life Charger Large, Speed Restorer, and the Poison Restorer.



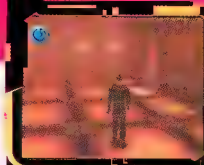
Return to the Life Pod to restore your health, then go back down the ladder to the security door.



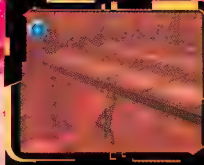
Go down the catwalk on the other side of the door.



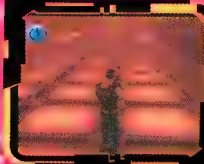
Ahead is a room you've been to before, but things have changed. Instead of going to the right and making your way across the catwalk hand over hand, go forward.



Turn at the corner at the end to spot the green-lit door on the right; enter it.



Walk over the ledge ahead of you and drop into the lab below. Open the equipment vault on the right to grab the Battle Charger Medium.

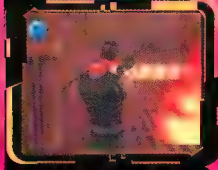


Continue forward and follow the hallway.



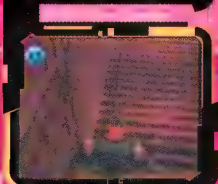
As you walk toward the door at the end of the corridor, a wall of flame explodes from the left.

From 7:00 (05:25) to 7:00 (05:25)



Check behind the flame and blast the sentry robot. Grab the Ring Eraser it drops.

From 7:00 (05:25) to 7:00 (05:25)



Turn around and go into the opposite corridor, the one without the door. Climb up the ledges and blast the sentry robot at the top.



Blast the other two robots and climb the ledge to the right. Empty the equipment vault here to get a Stamina Charger Large.

From 7:00 (05:25) to 7:00 (05:25)



While facing the equipment vault here, turn left and spot the sentry robot below. Blast the robot sentry.

From 7:00 (05:25) to 7:00 (05:25)



Get a running start, then leap onto the block to grab the Ion Shot the sentry robot dropped. Leap up the ledge beside you and make your way back to the room with the ledge.

From 7:00 (05:25) to 7:00 (05:25)

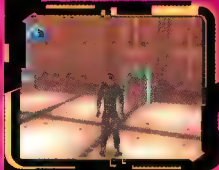


Drop down the ledge and return to the intersection to the corridor with the green-lit door. Blast the sentry robots in the next room.

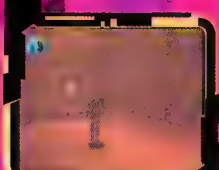
From 7:00 (05:25) to 7:00 (05:25)



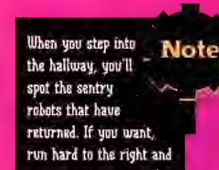
Blast the red security lock on the door to the right and go inside.



Use the Code Changer against the right wall of this room. Notice the president's clone is missing!



Return to the corridor outside and turn right. Go down to the security door and go through.



When you step into the hallway, you'll spot the sentry robots that have returned. If you want, run hard to the right and you can escape most of them without having to fight your way through.

Note



Tip

The best way to take out the sentry robot here is to climb the ledge at the opposite end, then blast it. Blast the other two sentry robots from the same spot.

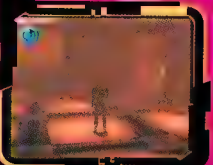
HYBRID HEAVEN™



A Man in Black is speaking nervously into a speaker set into the wall. He's telling Hunter that the clone storage facility is falling apart. Then he notices you and turns around to do battle.



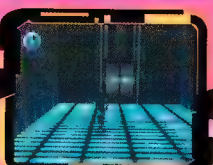
Stay close to the Man in Black so he can't shoot you. Use boxing, wrestling, and Combos to demolish him.



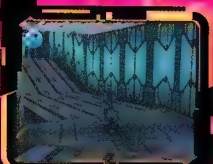
Go through the green-lit door next to the speaker intercom.



Enter the elevator in the next room and take it up.



At the top, leave the elevator and go through the corridor to the door at the end.



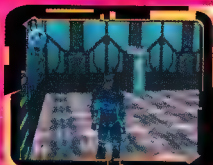
Turn left and follow the corridor around and up the ramp. Go through the door at the top.



In the next room is a waterfall and a ladder. Crawl under the waterfall first.



You find three equipment vaults with three sentry robots hovering high above them. Fire away at the sentry robots, then collect an Offense Kaiser, Defense Kaiser, and Speed Kaiser. Return back under the waterfall to the room with the ladder and climb up.

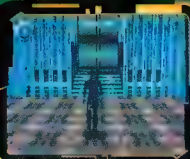
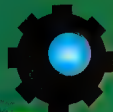


At the top of the ladder, use the Life Pod against the left wall to save the game and restore your health.



Level 8-1

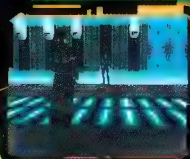
PRIMA'S OFFICIAL STRATEGY GUIDE



Cross the room and walk through the corridor ahead.



In the clone lab ahead, turn to the right and follow the hallway. Look out for the Anklebreakers.



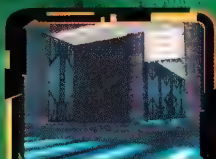
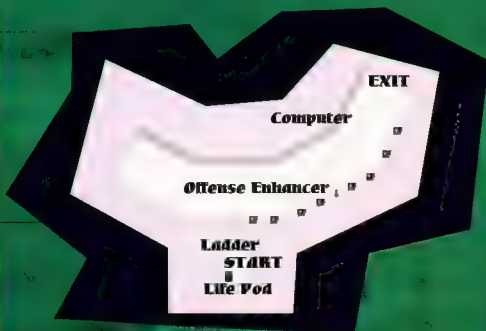
The door on the right won't open, so go toward the door at the end of the hallway. Before you get there, a voice calls out to you.



The woman talks to you about the cloning procedures.



Then she notices the process, the water of life, isn't working properly.



She turns and runs for the control room. Don't follow her yet. Turn right and glance down into the channel there to find the Offense Enhancer in the equipment vault. Grab it, and now follow Anna!



Go up the ramp inside and through the green-lit door. Get ready to fight as a Mabsuta steps out at you.



Watch out for the Mabsuta's poison breath.



Box the Mabsuta and stay near it to keep it from repeatedly using the poison.

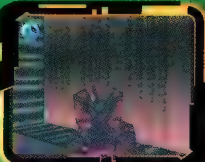


Push the Mabsuta into the corner and keep beating on it until it goes down.



Go through the green-lit door on the other side of the room. Battle the Alkalurops that falls from the ceiling. Run up the ramp and through the green-lit door there.

HYBRID HEAVEN



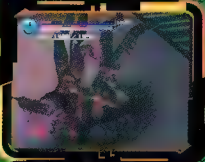
Go through the next green-lit door, then raid the two equipment vaults at the top of the ramp to get a Poison Restorer and a Stamina Charger Medium. Open the green-lit door and go through.



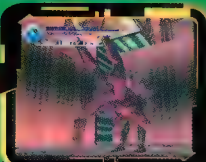
In the next room, look out for the Fomalhaut and its icy breath.



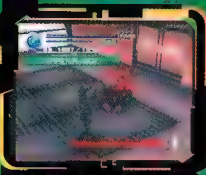
While fighting the Fomalhaut, stay close and let the Combos build while circling. You may not get all five built up, but try for a couple.



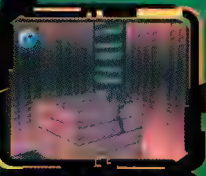
The Fomalhaut can do some really wicked things if it catches you.



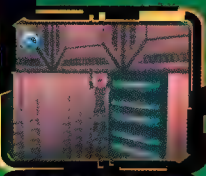
But you have some effective wrestling moves of your own.



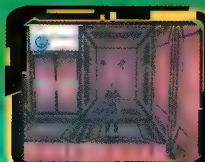
It isn't too long before the Fomalhaut goes down for the count.



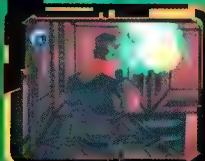
Pull up on the crate in the corner.



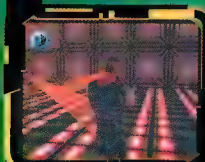
Leap up onto the ledge above but drop down quickly again to avoid the sentry robots at the top.



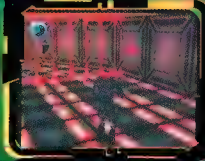
Leap up again and pull yourself onto the ledge. As long as you stay under the sentry robots, they won't bother you.



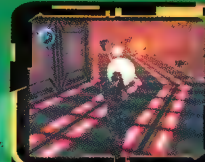
Make a mad rush to the corner on the left side of the door here. Turn around and blast the sentry robots.



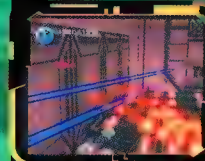
Go through the door and start blasting the sentry robots floating in the big room.



Blast the red security lock on the wall to drop the force field.



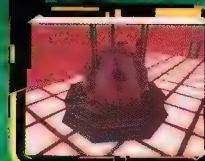
Blast the sentry robots and the rocket launcher on guard.



Avoid the fire cannon and blast the security lock over the door in the back.



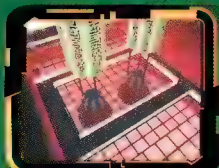
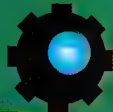
Go through the door. Use the computer console in this room.



Watch as the domes lift at the bottom of the room on the other side of the glass.

Tip

If the sentry robots here stay tough, walk along the ledge with your hands to avoid them.

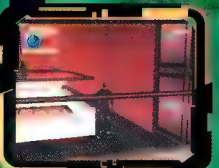


Raw energy starts blasting out, and you know that can't be good!

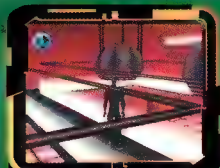


Return to the room with the crate. Avoid the fire cannon along the way.

Drop down and go back to the room on this level that had the Life Pod in it. Save your game and restore your health. Return to this room. Go through the door on the wall opposite the wall with the crate. Go up the ramp and through the next door. If you hadn't used the hidden console, this place would be locked up.



Wait for a minute before you go to the door on the other side. Turn right and enter the walkway beside the door you entered.



Twist through the maze to get a good view of what you can pick up and the equipment vaults, and Life Pod that are down there for you to raid.

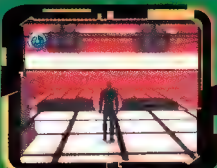


Return to the door and step over the side to drop onto the floor.

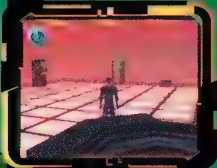
Life Pod Restorer
Super Restorer
Stamina Charger Medium
Life Charger Medium

Life Charger Medium
Life Charger Large
START
Offense Enhancer
Stamina Charger Medium

Life charger Large



Turn to the right and drop into the area where the domes were.



Take the Life Charger Medium and the Stamina Charger Medium from the equipment cases. Take the Poison Restorer and Super Restorer from the equipment vaults. Then enter the Life Pod to save the game and restore your health.

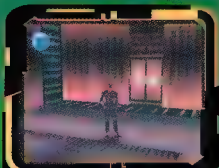
Level 8-2



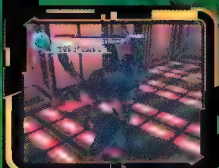
Run back over to the ledges and pull yourself up. Turn right and pull up to the green-lit door there. Go through.



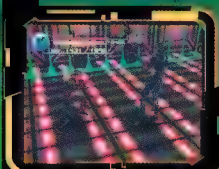
Go up the ramp and through the next green-lit door. Turn left to face the Naos that comes at you. Use power-punches to knock the Life Chargers Small out of it.



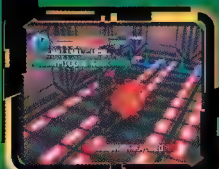
Collect the power-ups and go through the small door on the right instead of the double doors in front of you.



The Cebalrai attacks as soon as you enter the room.



The Cebalrai is a dangerous adversary.

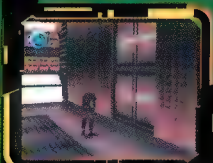


Use the boxing moves to stay out of reach in order to build up the Combos. Then hammer the Cebalrai.

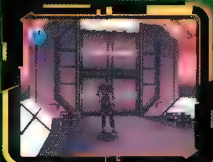
HYBRID HEAVEN



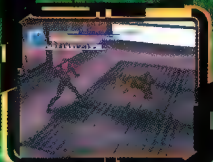
When you put the Cabatral down, the force field drops with it.



Raid the equipment cases against the wall to get the Life Charger Medium and Life Charger Large. Leave the room and go through the double doors on the right.



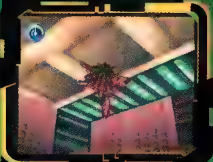
Go up the ramp and empty the two equipment vaults at the top. Grab an Offense Enhancer and a Stamina Charger Medium.



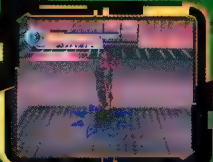
In the next room, a Sargas attacks. Use boxing and wrestling moves to put the Sargas out of action.



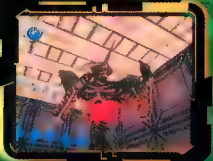
Keep punching the Sargas until he goes down.



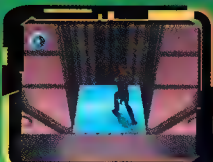
Go through the green-lit door and up the ramp to the next green-lit door. After you go through this door, there's a green-lit door ahead and another one to the right. Before you can reach the door on the right, a Dubbe drops from the ceiling.



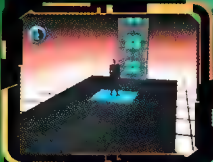
Box the Dubbe and wrestle it, but whatever you do stay close to it so it doesn't poison you. Beat it down in short order and go through the door on the right.



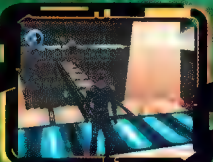
Fight the Car Carrell in the next room. Box it and take it down to disable the force field guarding the two equipment cases. The Guard option works well against this creature. Take the two Life Chargers Large.



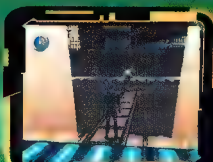
Leave this room and take the doors on the right. Enter the elevator on the other side of the room.



At the top of the elevator, follow the corridor to a door and go through.



Ahead of you is a pit filled with sentry robots.



Get on the crosswalk and blast the sentry robots there.



At this point, you can cross to the other side. However, all those sentry robots and Anklebreakers in the pit have power-ups. It takes guts to jump into the pit and deal with the sentry robots, but you can grab a lot of extras this way. So if you have the energy, jump in. The Killing's Time!

Tip

Be sure to pick off as many sentry robots while you're on the crosswalk as you can. You can get even more of them by walking around the edges of the pit. Every one you can take out from up there basically counts as a freebie!

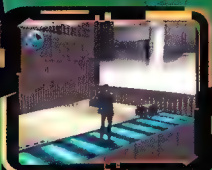


Once the hunting is done and the smoke clears, take a look around at all the power-ups waiting to be picked up. You should get four Stamina Chargers Medium, four Life Chargers Large, and four Life Chargers X. Watch out for the Anklebreakers that inhabit the pit.



Tip

If you don't have the health to handle this monster, you can easily avoid it. But if you're really good at fighting it and want extra power-ups, climb out of the pit on the side you came in from, go back through the doors, and jump back in to regenerate the Tegmine. It regenerates more than a dozen times.



Leap up on the other side of the pit and pull up. Turn right and open the two equipment vaults. Take the Poison Restorer and Super Restorer inside.



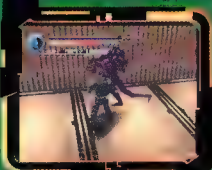
Crawl up the next two ledges on the other side, but beware the three sentry robots hovering overhead in front of the doors. Empty the equipment vault there to get a Life Charger Medium. Go through the doors.



Leap up this ledge below the doors. Enter the doors to confront another pit area. Turn to the right and raid the equipment vault of its Life Charger Medium. There's an equipment vault on the opposite end of this ledge, too. It has a Speed Restorer in it.



Turn right to get the Battle Charger Medium from the equipment vault. Then drop into the pit with the Dubbe.



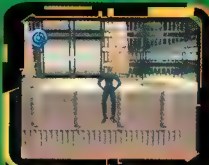
Below is a pit with a Tegmine. There's also a regeneration pad. Jump in and defeat the Tegmine with the boxing and wrestling moves you've learned.



Slay close to the Dubbe so it can't poison you, and pound away on it with punches and Combos. When it drops, leap out of the pit on the opposite side.

The next pit has a Fomalhaut in it. Again, stick primarily with the boxing and Combos. It has a breath weapon, so don't get far away.

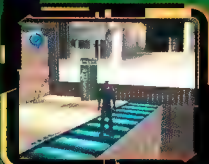
HYBRID HEAVEN™



Leap up on the second ledge and go through the doors. Turn to the right to get the Life Charger Medium out of the equipment vault around the railing corner.



Leap into the pit and fight the Cor Carelli. Stay with the creature even when it vanishes, and keep throwing punches, kicks, and Combos until it goes down. Then leap out of the pit on the other side.



On top of the ledge, turn right and use the Life Pod to save your game and restore your health.

Level 8-3



Walk to the other side of the ledge and get the Battle Charger Large out of the equipment vault. Then enter the doors at the top of the next ledge.



The Castor inside the next area squares up in a challenge immediately!

Castor



As with any of the ham-fisted warriors the Hybrids turned out, stay back from this creature and use your boxing techniques to keep it off you. Even then, the Castor is incredibly aggressive. While you build Combos, it does too.

Circle and let the Combos build up. You probably won't have time to build up a five-hit Combo more than once or twice, and even then you'll be hard-pressed to keep from having your head handed to you while you're doing it. Get a Combo together, let the Castor come after you, and use it.

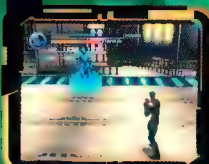
Some of the power-ups to use include Speed Drainer, Offense Drainer, and Defense Drainer. For yourself, have the Offense Enhancer, Defense Enhancer, Power Raiser, or Speed Enhancer as well as plenty of Life Chargers on hand.



The Castor is basically a boxer. Back away and let the power bar fill.



When you're ready for it, attack the Castor.



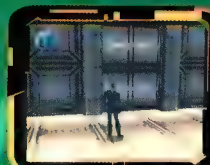
The Castor also has a bunch of power-ups. If you start having trouble with the creature, use some of your inventory to even things up again.



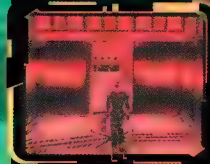
Don't be afraid to get risky with the Castor. Remember, the Life Pod is only a short distance away if you happen to get killed. You'll be starting out again right here.



Keep hanging away at the Castor until it's destroyed.



Enter the door set into the steel wall.



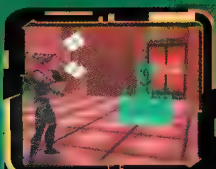
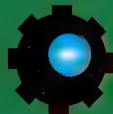
As you enter the next building, you hear voices.



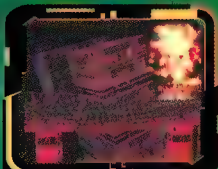
Overhearing the conversation between Jerry and Anna Moody lets you know the Master has decided to sacrifice the entire ship.



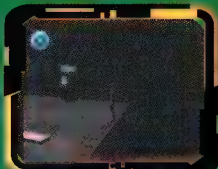
When they spot you, Jerry leaves Anna with you.



Then Hunter puts in an appearance and tells you the invasion has already been started.



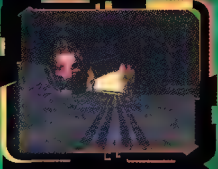
The world blows up around you.



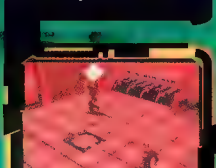
Enter the Life Pod on the right to save the game and restore your health.



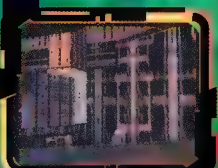
Anna has plans of her own.



Anna doesn't make it.



She flees from the room, and you follow.



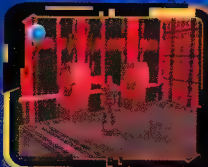
But you do!



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Level 9-1

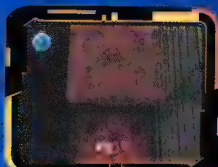
Underground Shelter Top Level



Leave the Life Pod and cross over to the equipment cases. Take the two Life Chargers X from inside. Turn right and enter the green-lit door.



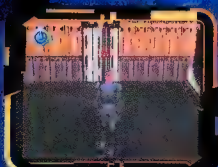
Put the Man in Black down for the count!



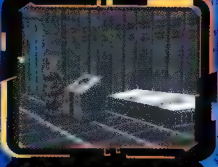
Take the elevator up and go through the next green-lit door.



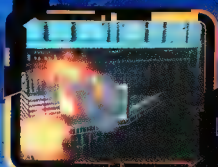
When Jerry leaves, follow him through the green-lit door.



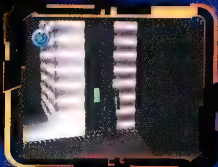
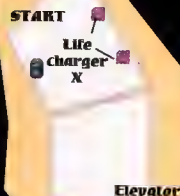
Neither one of the red-lit doors open for you.



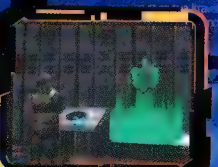
In the next room Jerry Silver is making a panicked phone call to Alex Hunter. Evidently Hunter's not too interested in calling back.



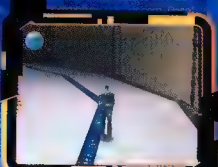
Before you get through the door, tremors shake the starship and fires break out.



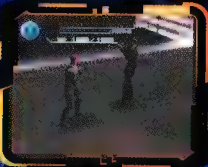
Find the green-lit door and go through.



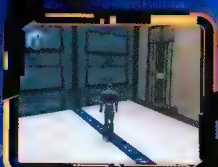
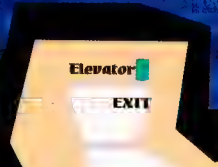
The discussion between Hunter and Jerry doesn't go well for Jerry. Hunter commands Jerry to ambush you and get the Navigator back.



Go through the door, turn right and go up the ramp.



Fight the Man in Black inside the next room using boxing techniques and staying close to him.



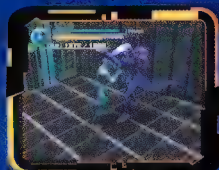
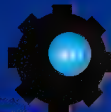
Enter the green-lit door on the right.



Use wrestling moves to do even more damage.



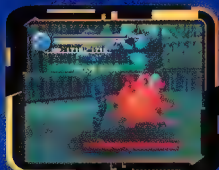
START
Elevator



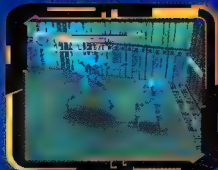
Fight the Fomalhaut inside the next room.



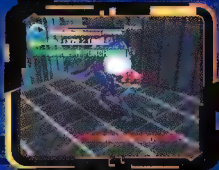
Stay on top of the Fomalhaut until you defeat it.



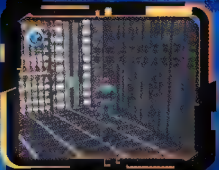
Build up the Combos and go after the Metsuba hard until you completely trounce it.



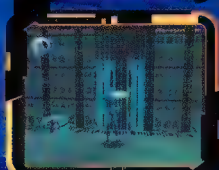
Back away and build your Combos, then hammer him with them.



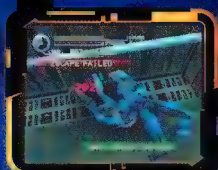
Use boxing and Combos to keep the Fomalhaut off you.



Go through the green-lit door in the corner.



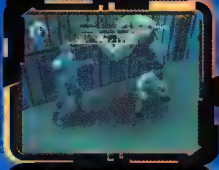
Go through the green-lit door. Now turn around and face it. You'll see two equipment vaults on either side of the door. Take the Battle Charger X and Life Charger X inside them.



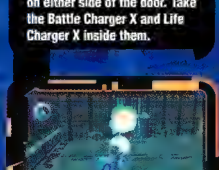
Wrestling the Cebalrai doesn't work very well.



Watch out for the Fomalhaut's breath weapon.



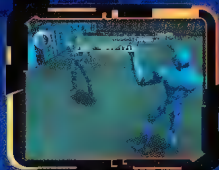
Take the elevator down and step into the next corridor to fight the Metsuba.



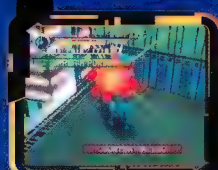
Turn around again and face the sentry robots. Blast them and empty the equipment vaults on either side of the door. Take the Battle Charger X and the Life Charger X.



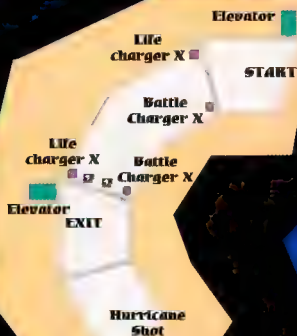
Keep hammering away at the Cebalrai.



Enter the green-lit door and fight the Cebalrai inside.

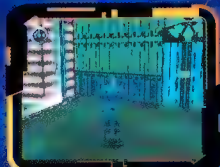


Smear the Cebalrai with boxing.

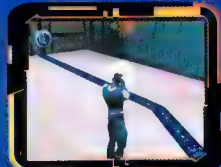


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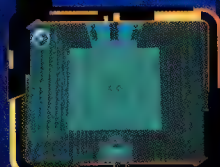
Underground Shelter Top Level



There are two green-lit doors in this room besides the one you came through. Enter the one to the left of the door you arrived through.



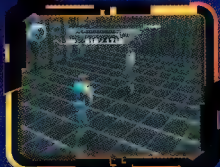
Go through the door and follow the ramp up to the green-lit door on the right. Destroy the sentry robots floating there.



Take the elevator up.



Enter the room and fight the Tegmine. Use wrestling holds to get the most damage done.



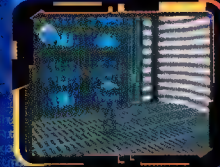
In the next room, a Canopus drops down and prepares to fight.



Throw the creature every chance you get.



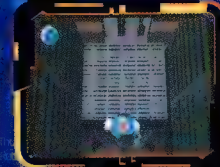
Use boxing tactics against it, and beat it down with Combos.



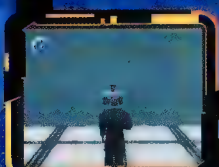
Leave through the small door across the room.



More tremors rip through the starship, shaking it to pieces.



Take the elevator up and go through the next door.

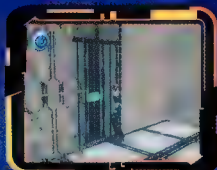
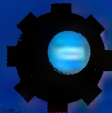


After the tremors quiet down, a Man in Black attacks you.

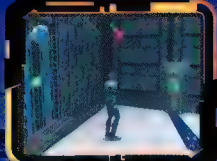


Bring the Man in Black to his knees.



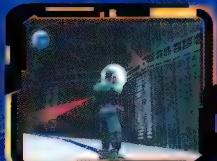


Go through the green-lit door on the opposite wall.

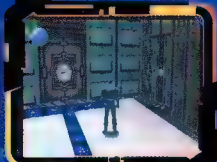


Turn left and enter the Life Pod to save the game and restore your health.

Level 9-2



Exit the Life Pod and blast the sentry robots out of the air in front of you.



Ahead is a security door. Enter the green-lit door beside it.



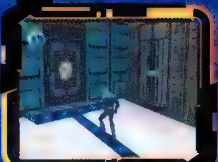
Battle the Tegmine inside this room using your boxing tricks. Don't wrestle him because it's simply not effective.



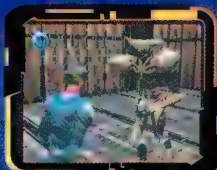
Once the Tegmine is down, the force field drops at the other end of the room. Use the Code Changer and open the two equipment cases to get the two Life Chargers X inside. Return to the hallway and go through the security door.



Blast the sentry robots in the next room as you pass through.



Enter the door to the right of the security door.



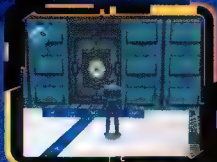
Battle the Cor Caroli in the next room. Remember that it can turn invisible, so trust the fighting instincts you've developed.



Swap punches with the Cor Caroli until you beat it to death.



Once the Cor Caroli is down, the force field in this room opens. Use the Code Changer, then open the two equipment cases to get the Ion Shot SP and the Defense Enhancer inside.



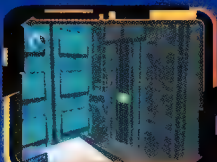
Return to the corridor and enter the security door.



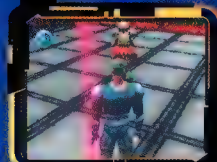
Blast the sentry robots in the next room. With the easy part out of the way, look up. Two rocket launchers are sitting on two exploding crates. Shoot the crates and dispose of the rocket launchers to get two Battle Charges Large.

Tip

It's much easier to destroy these rocket launchers if you attack them from higher up on the ramp rather than lower down.



Enter the green-lit door by the security door.

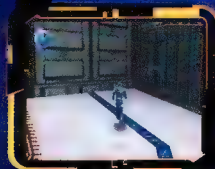


Battle the Moas in the next room. Remember to power punch it to knock free the Life Chargers Small.

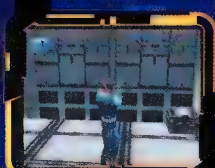
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At the back of the room, now accessible because the force field has dropped, use the Code Changer, then take the Battle Charger X and Life Charger X from the equipment cases.



Out in the hallway, go through the security door.



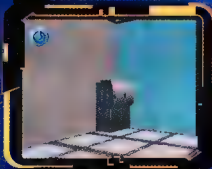
Walk to the top of the ramp and enter the green-lit door.

Tip

At this point it's best to return to the Life Pod you discovered earlier. Restore your lost health and save the game after you've beaten all the creatures in this room. This way, if you get beaten by one of the final opponents, you won't have to beat the creatures in this room all over again. Don't worry about blasting the sentry robots. Run past them by staying close to the walls and avoiding their sensors.



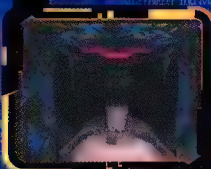
Turn right and take the Ion Shot SP from the equipment vault.



Empty the four equipment cases along the left wall to get an Offense Enhancer, a Life Charger X, a Battle Charger X, and a Speed Enhancer.



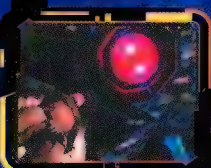
Walk through the other green door. Jerry is waiting on you. He talks to you about his doubts and his own decision to live no matter what.



The elevator to the escape route raises.



The elevator is raising to the surface of the starship.



Jerry announces he is going to defeat you while the escape starship hovers above.



The fight with Jerry is on!

Jerry Silver



Jerry is definitely the most dangerous opponent you've faced so far. Besides being loaded with power-ups to replenish lost life, Jerry also packs an arsenal of weapons that he uses without mercy.

Your strategy here is simple: It's an extension of other strategies you've developed. Stay close to Jerry and pound him every time your power bar is full. If you have plenty of weapon power-ups, consider using some of them, but remember that you need to have some in inventory for the final boss of the game; this confrontation is soon approaching.

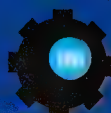
Hit Jerry from behind to double up on the damage you can rack up.



Jerry has a bunch of guns, and he isn't shy about using any of them.

START Life Charger X

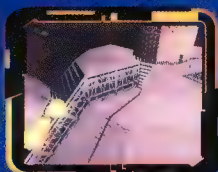
Elevator



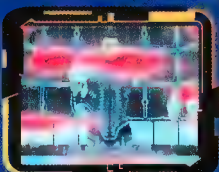
Stay close to Jerry and punch him out.



Stay in Jerry's face and keep walloping him.



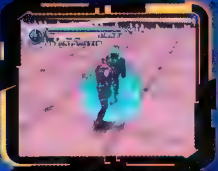
The starship rips through the foundations that have kept it hidden for years.



Hunter uses the technology at his disposal and teleports you from his office.



Use wrestling moves to stay even closer to Jerry and inflict lots of damage.



Jerry uses a lot of power-ups while he's fighting you. Use yours to stay in the game, but remember you'll need some for later.



A nearby door opens up, allowing you inside.



In an instant, you're facing Hunter in an arena. It's kill or be killed!



Keep dodging and ducking as you wait for the power bar to feed the Combos. Even without a full power bar, hit Jerry sometimes just to break his concentration and cause him to miss you.



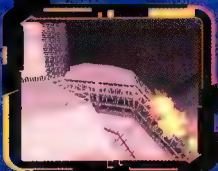
Line Jerry up a final time, then punch him out!



After a short trip through the shaking hallway, you spot the president alive, but tied up.



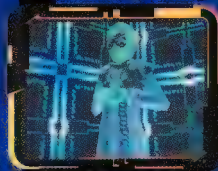
Tip If you're having trouble with Jerry, use some of those power-ups you worked so hard for. An Offense Drainer or Defense Drainer would work wonders right now!



After Jerry goes down, even more destruction happens aboard the Gargatua starship.



You have also found all the aliens. There's no one but you to save the day now.



The alien Traitor puts in his appearance, dooming you to Hunter's deadly skills.

Alex Hunter



It's possible to beat Hunter without any power-ups other than Life Chargers. The secret is to stay close to him and not allow Hunter to use his pistols.

Hunter circles with you boxing style as long as you stay close to him, but just out of grappling distance. Wait until the power bar fills the Combos, then take Hunter apart. But if he's on top of you, punch him or kick him anyway to buy yourself some time and distance. Keep moving to stay alive.

If you've been saving those power-ups and have enough of them, use a few to weaken him. Especially use the Offense Drainer and Defense Drainer. But save some of these and the Life Chargers for the hardest fight yet to come!

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Stay close to Hunter so he can't use all of those pistols he carries. Otherwise he'll blow you apart from a distance.



Hit Hunter with everything you have, and keep on hitting him.



The wrestling arm throw appears to be the hold that's most user-friendly. Hunter breaks free of a lot of the others.



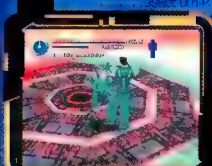
Move quickly when you dodge; Hunter misses if you react fast enough.



If you have the power bar built up, you can wrestle him, but don't let Hunter grapple if you aren't.



When he falls, go after him, take away the distance and his opportunity to use those deadly pistols.



Use wrestling holds when you have two of the slots filled in the power bar. One clobbers him, then step in behind and hit him to get some maximum damage.



Keep the Combs coming.



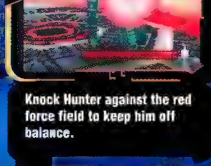
If Hunter does grapple you, use **[X]** to break free. If you have the power bar built up, chances are good that you can get loose.



Continue the barrage of wrestling moves. Keep pressing the attack to hammer Hunter.



Even then, Hunter has power-ups of his own. Stay on top of him and keep pounding away.



Knock Hunter against the red force field to keep him off balance.



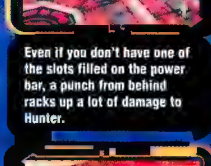
When you get a Combo ready, even if it's not a five-hit Combo, lay into Hunter. If you keep waiting on the five-hit Combo, you'll get cut to pieces. Hammer him when you've got an advantage.



If Hunter gets an advantage, he won't let up. Don't let your health drop too much in case he gets an opportunity for multiple attacks.



His guns are deadly if you let him use them.



Even if you don't have one of the slots filled on the power bar, a punch from behind racks up a lot of damage to Hunter.



Keep slipping behind Hunter and put an end to him.





As soon as Hunter collapses for the final time, the Traitor drops in.



Stay close to the Traitor so he has to maneuver before using his psychic attack.

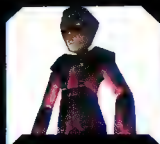


Step in and keep them coming.



Go into your attack even if you're too far away. Instead of launching a Combo, though, select to throw one punch. That disrupts his attack and allows you to get close enough to finish with the Combo.

Traitor



The Traitor has a psychic offense that causes damage every time. Plus, he spews poison like a rabid rattlesnake. This is one of the reasons you've accumulated so many Poison Restores. Stay on your toes.

Stay in close to the Traitor, but not too close. He can project a wall of force that knocks you down and gives him the chance to hit you with the psychic attack again. The wall of force doesn't do any damage, but the damage the Traitor can do before you get to your feet is awesome.

Your best strategy is to hit the Traitor every time he begins the psychic energy attack. Even if you don't have a full slot in the power bar, your attack disrupts his, saving you some serious huffing.

Once he projects an attack, the Traitor floats away. Stay beside him but out of reach, and wait for him to turn. All the while your Combos build. When he turns, step in and attack him.

Even if you're too far away to attack and hit the Traitor every time, attack with a Combo. It disrupts his attack and the Combo Set 2 will take you to him. You might miss the first and second punches and miss, but you'll hit him with the others. It takes time and patience to get the Traitor, but you can do it using only attacks without the help of weapon power-ups.

Save the pistols (unless you just have bunches of them) for the next opponent. Some good power-ups to use here are a Speed Drainer, Offense Drainer, and the Defense Drainer. Put a Speed Enhancer on yourself if you have it.



The Traitor's psychic attack is deadly.



Once the Traitor starts floating, he moves very quickly. Be prepared to turn around and go after him at once.



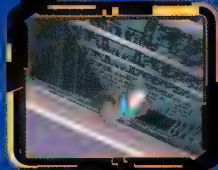
Stay on him and whip him once and for all.



Get close to the Traitor. Even if you're too far away to get a good punch or the power bar isn't full, attack every time he sticks his arms out; he's getting ready to perform his psychic attack.



Don't get so close to him that his wall of force knocks you down. It won't hurt you, but it gives him the chance to launch an attack before you recover.



After the Traitor's gone, you search around and find the president.



These punches put a dent in his big brain every time.



Attack every time the Traitor starts to go into his psychic attack phase, just to disrupt him.



The aliens thank you for your efforts.

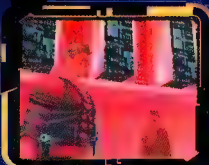
HYBRID HEAVEN.



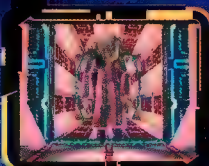
When you release the Navigator into the power grid, the starship returns to power.



As the ship readies for take-off, you and the president make your departures.



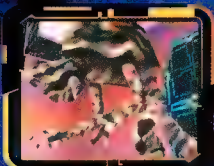
In short order, you and the president are nearly to the final elevator.



Incredibly, the Traitor puts in another appearance. He's looking bad, but he's moving under his own power.



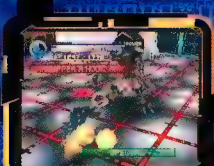
Now you discover he wasn't actually one of the aliens. He's a parasitic organism named Mi'Goea. He changes shape before your eyes . . .



. . . and becomes the fiercest creature you've ever encountered.



You send the president out of the way and get ready to deal with Mi'Goea.



Stay away from Mi'Goea's breath weapon; it causes a lot of damage.

Mi'Goea



This is the creature you've been saving all those power-ups for. Mi'Goea is exceedingly difficult to kill. He has a breath weapon, can strike with his tail, and does incredible amounts of damage.

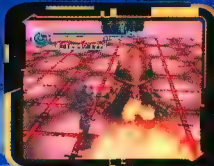
If you have a number of pistols, you can whittle him down to size in no time. However, if you end up in a toe-to-toe confrontation with him, monitor your health bar and use the Life Chargers, Battle Chargers, and Super Restorers as you need them. Also make sure you have Poison Restorers.

While fighting toe-to-toe with Mi'Goea, be aware that a hands-on approach isn't effective unless you have a major Combo built up. Mi'Goea seems to always get the first strike in, but after that he's fair game. Take the hit, roll with it, then clobber him!

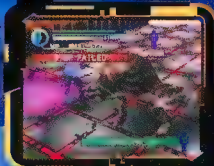
The best place to be is at Mi'Goea's side. Circle with him as he turns to stay out of his reach, then pound him when you have a Combo built up. Stay after him and you'll eventually put him down.

Once Mi'Goea changes shapes again, which he does, he's a cinch to beat. Batter him with real enthusiasm. Consider using the following kinds of power-ups:

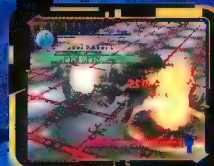
- * Any pistols
- * Offense Enhancer
- * Defense Enhancer
- * Speed Enhancer
- * Power Booster
- * Stamina Booster
- * Speed Drainer
- * Defense Drainer
- * Offense Drainer



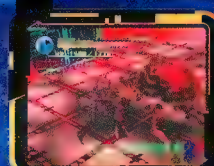
Step to the side to avoid the breath weapon.



The breath weapon also comes poison-flavored.



Use pistols, like the Ion Shot here, to cook Mi'Goea in his own shell.



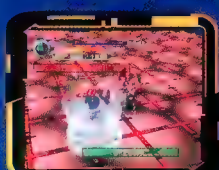
Step to Mi'Goea's side to pummel him and do the most damage. When you have a series of Combos ready to go is when you can hurt Mi'Goea the most.



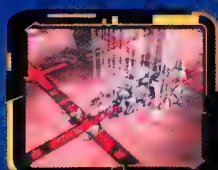
Hammer him every chance you get.



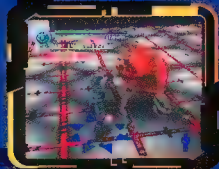
Or you can do the same using Combos.



However, beware of his breath weapon. Stay in close so he can't use it often or accurately.



When Mi'Goea's body hits the ground, it starts to disintegrate. This time, he's gone for good.



It takes hard work to stay beside Mi'Goea like this.



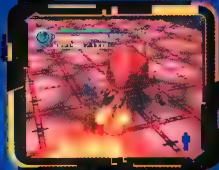
As you watch Mi'Goea's dead body, the corpse begins to shiver and shake. And change again.



Punch Mi'Goea.



The building continues to fall down around you. As you and the president run for the elevators, massive circuitry problems erupt from within the walls.



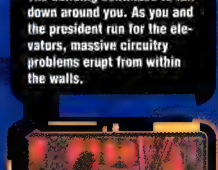
Stay to Mi'Goea's side when possible. You'll avoid the breath weapon attacks and build Combos.



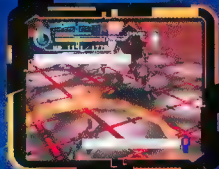
In seconds, Mi'Goea stands before you in a new body.



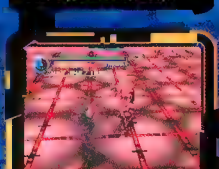
Wrestle Mi'Goea.



Without warning, Diaz appears, ready for vengeance.



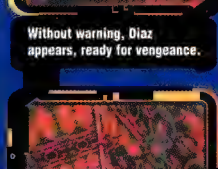
Even wounded, Mi'Goea is still a dangerous foe.



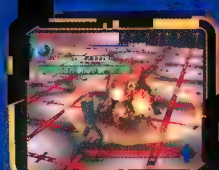
Despite the fact that Mi'Goea has come back, he's much easier to beat now. Stick to your boxing and wrestling techniques.



Stand up to Mi'Goea and keep punching.



In a desperate attempt to keep Diaz from the president, you throw yourself and Diaz from the elevator.



Use a pistol to burn Mi'Goea down.



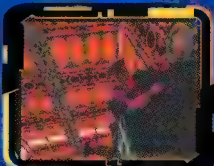
Slip around behind Mi'Goea and finish him off with a lethal Combo.

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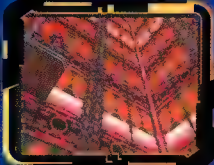
Diaz



Diaz is a great fighter, but with all the experience you have, he's done for. Fight smart. Stay back and pound him when you have Combos. Use power-ups to slow him, strip his offense and defense, and power yourself up. As long as you fight the way the game has taught you, using punches and wrestling throws, and making sure to hit Diaz from behind, you'll make short work of him.



You manage to grab another elevator on the way down.



But Diaz manages to throw you from the elevator when you struggle.



You and Diaz both survive when you land on the ground. It's time for the final fight.



While battling Diaz, use the punching and kicking skills that have brought you this far.



You can't go wrong boxing with him.



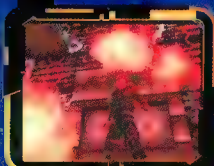
Wrestling skills are good too.



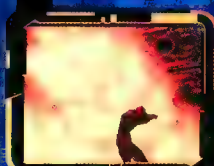
Slip behind Diaz after the wrestling throws and do extra damage by hitting him from behind.



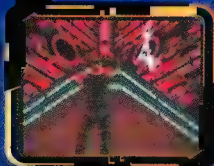
Beat Diaz down at the end to finish the game.



The starship starts falling down all around you.



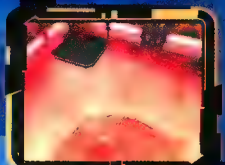
Your death looks certain.



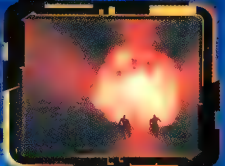
The president arrives, coming back down on the elevator platform to rescue you.



The president says he couldn't let you die, that you are a hero.



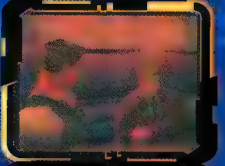
But escape still seems impossible as a giant mass of flames swirls up after you.



You and the president barely manage to run down a tunnel ahead of the leaping flames.



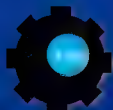
In the subway station, you manage to rescue the president one last time.

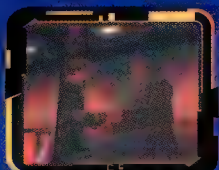


The president says you should both get home; he'll handle the clone of himself.

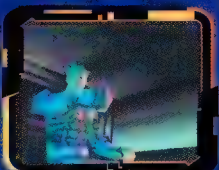
Tip

If you have any pistols or other power-ups, you can make short work of Diaz. However, beating him purely through skill is a lot more satisfying. Keep in mind that if he kills you, you have to go up against Jerry, Hunter, and Mi Goza (in each of his three bodies) again. Play fair—just don't let Diaz win!

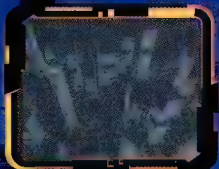




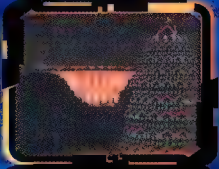
The president thanks you for everything you've done.



You know who that gesture is meant for.



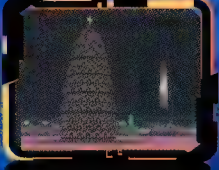
Back in the city...



You arrive in Washington, D.C.



You take a cab, hoping to make your meeting.



And spot a lonely figure under the tree.



A news report on the cab's TV catches your eye.



But once she sees you, all the loneliness fades away and a smile lights her lips. Everything is just fine in the world again.



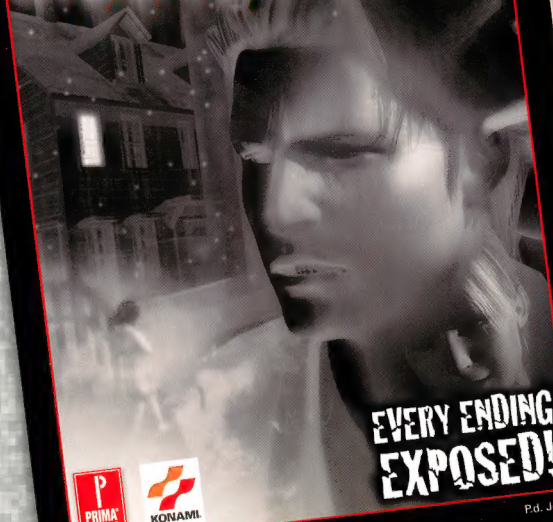
You watch as the president knocks the clone out and raises his fist triumphantly.



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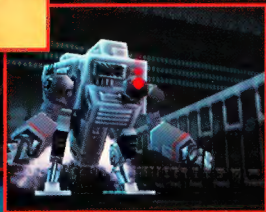
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